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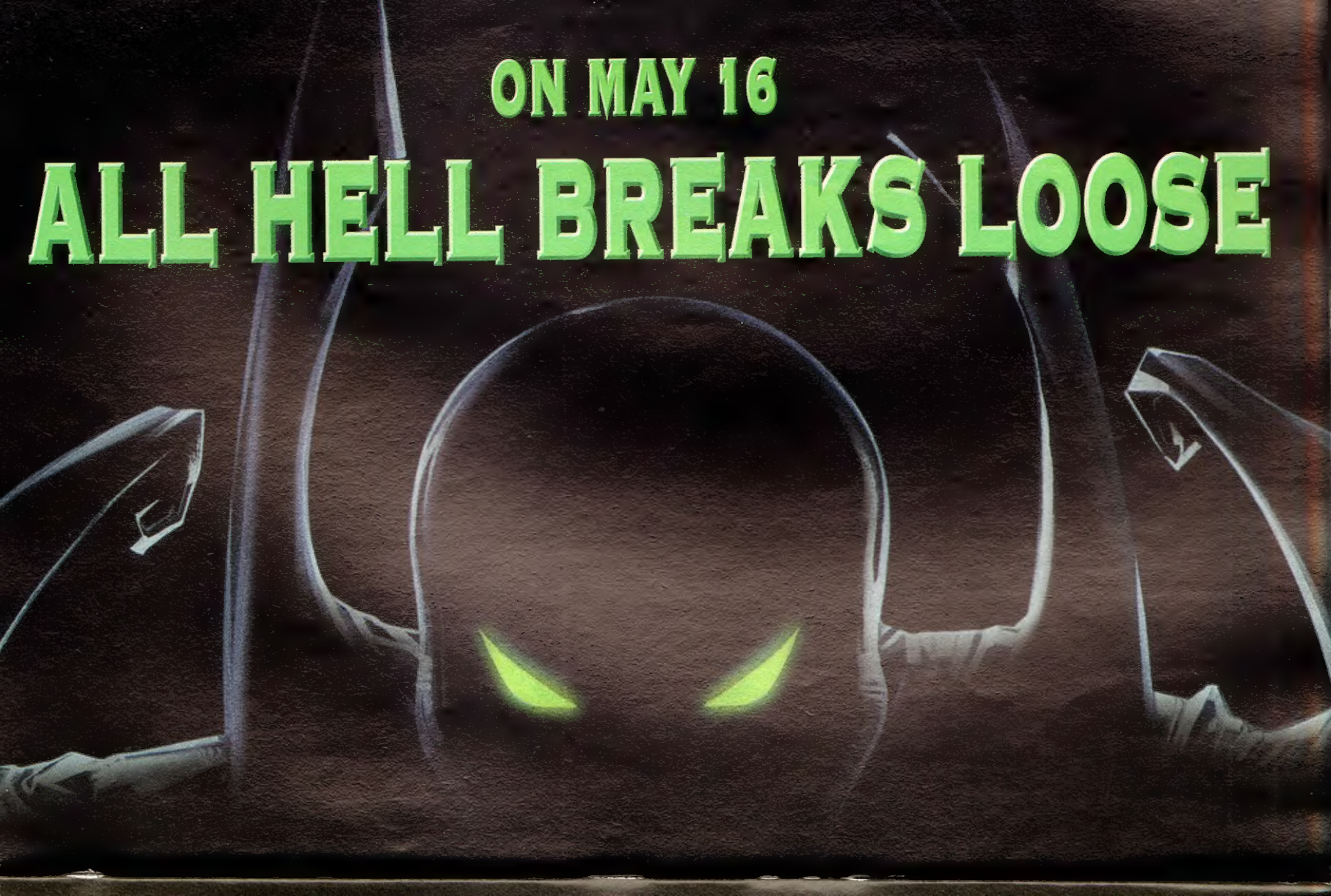
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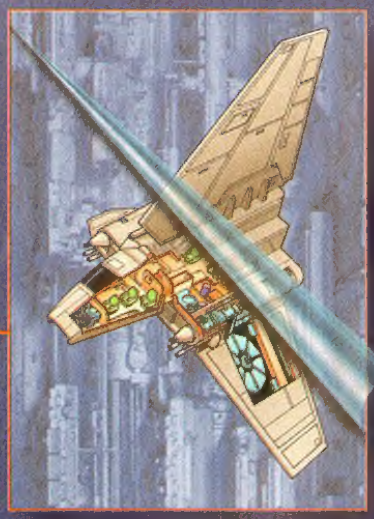

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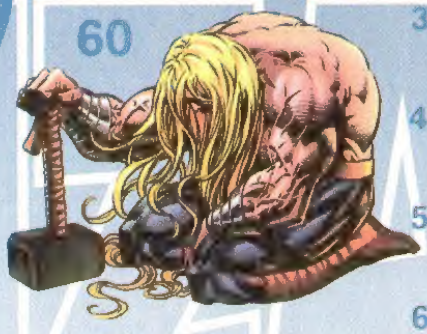

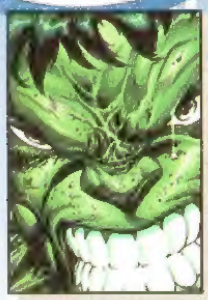

ON THE COVER
The Hulk was illustrated by Adam Kubert and Mark Farmer, and colored by Twilight Graphics. To see if the Hulk's one of the 10 toughest heroes in comics, leap to **page 60**.

Green Lantern was illustrated by Darryl Banks and Terry Austin, and colored by Twilight Graphics. Flip to **page 32** to learn how Green Lantern has beaten the odds.

standards

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104 CAPTAIN AMERICA
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138 JACKIE CHAN
Win a signed collection of Topps' new *Jackie Chan: Spartan X* comics and a Jackie Chan wristwatch. How about that?

EXCLUSIVE

Hot stuff! Here's your only chance to get the exclusive *Ash* #1/2 comic featuring your favorite firefighter hero in a story by the likes of Joe Quesada, James Robinson, Mark Waid, Brian Augustyn, Humberto Ramos and Jimmy Palmiotti. Jump to page 80 to see how to get it.

From the top...

"YOU LIKE ME? YOU...YOU REALLY LIKE ME?

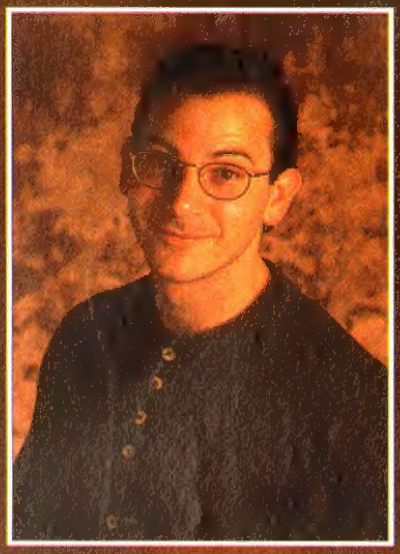

Photo by Paul Schmidt

CON ARTISTS

It's official—we bought the Chicago Comicon. This is a way for us to create more excitement for fans in the comic book industry. It's also a way for us to do more to help promote publishers. One of the things I really wanted out of a big show was to create an event that represents *Wizard* and its diversity—which means, in addition to comic book companies, we want to bring in toy companies, collectible card game companies, video game companies and so forth. We have the ability to bring in many of your favorite creators. We want you to be there to see how much fun you can have in a hobby *you* love.

Speaking of fun, this summer in *Wizard*, we've got lots of great stuff lined up: a new *Sci-Fi Invasion!* Special, a *Top Cow* Special and THE *Spawn Movie* Special. As for this month, we have another great Kubert cover, this one featuring the Incredible Hulk by Adam. It's a new approach for us, and I think it looks great. We also have a Green Lantern cover by artist Darryl Banks. Lots of you have been begging for us to do one, so we've finally delivered.

The Chromium card this month is Witchblade. She's hot, no doubt. And you *must* pick up the *Ash* #1/2, offered in this issue. Joe Quesada and Jimmy Palmiotti did a great job with it.

We've also got some great features this month on the Top 10 toughest heroes in the comic industry, our predictions on just who killed that mutant-hating politician Graydon Creed, writer Jeph Loeb's latest projects, the full skinny on Marvel's upcoming "Flashback Month," and an interview with *Green Lantern*'s creators on just how they beat the odds to make *GL* one of DC's most successful titles.

See ya,

Gareb S. Shamus

P.S. *ToyFare* goes monthly in June!

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Contributing Designers Amie Sawyer Studios, Chris Duncan, Ryan Dunlavey, Robin Ramos and Voltage Design Co.
Art Assistant Daniel Reilly
This Year's Oscar Crock "Fargo" getting snubbed for Best Picture

Contributors Brian Douglas Ahern, Dan Albaugh, Rob Allstetter, Paul Anderson, Conrad Bain, Sorrell Booke, David Borak, Matthew Brady, Steve Brown, Mikey "The Knife" Fasolo, Carl Horn, Craig Kastelecky, John B. Lacey, Ruth Morrison, Pat O'Neill, Tom Palmer Jr., Michael Searle, Marc Shapiro, Craig Shutt, Joyce Steel, Mike Wieringo

Green Lantern Cover Art
Darryl Banks and Terry Austin, colored by Twilight Graphics
Hulk Cover Art
Adam Kubert and Mark Farmer, colored by Twilight Graphics

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Stuff you don't ever read...

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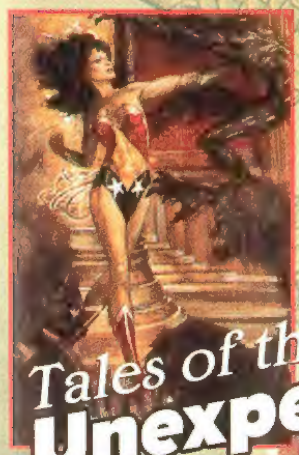

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- THE FLASH ANNUAL #10
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MAGIC WORDS

Cockroaches and Twinkie Filling...?

Aside from cockroaches and Twinkie filling, the only thing that's permanent is change. It is with an eye to change that I've been taking rather extensive notes on what you, the readers, have been discussing in your letters to "Magic Words" since about...oh...since about when I started doing this column way back in *Wizard* #32.

Those notes, derived from your letters, greatly impact upon the magazine you hold in your hands. Every month, we make small, subtle changes based on what you'd like to see. This fall, we're planning big, obvious changes in *Wizard* based on your letters. We already have a few feature articles in the works you've been asking for, and a big all-encompassing revamp based on your letters is in the works for late '97. So keep 'em coming. Let us know what you'd like to see in our mag. We'll do our best to deliver.

Oh, yeah—Chris Blair, the original Tattoo-Boy from way back in *Wizard* #61, wrote in to say he was happy to see the letters in support of tattoos that ran in issue #65's "Magic Words" and that he was "sorry about all the death threats" I received. Heh, heh, heh. Looks like he hasn't seen #68 or #69 yet.

Dear Wizard,

Why does your action figure price guide list figures out of their packaging at such a low price? For example, a Power of the Force II Princess Leia figure is listed in *Wizard* #67 at $35. But if I open the toy, all of a sudden it's only worth $10! Does this mean that the figure is only worth $10 and the package is worth $25? Please tell me that's not true!

Doug Ewing
Keokuk, IA

I won't bother telling you it's not true. I'll turn that task over to erstwhile Iowan Scott Beatty, resident toy guru and head-geek-in-charge on ToyFare, our new collectible toy magazine that debuts monthly in July. Take it away, Scott...

"Actually, I'm a former Pennsylvanian once exiled to the Iowa Zone....

"Most action figures cost about $1.20 or so to make, including packaging. The $5.99 you pay at the store is due to retail mark-up. All values above that are influenced by after-market demand. As for the difference between carded prices and 'loose' prices, it's analogous to new car depreciation—once you drive it off the lot, you lose about 20% of the car value, no matter how 'new' it is. When you crack open an action figure's blister card, however, the depreciation is about 80%, 'cause it's 'used,' for all intents and purposes. But we at ToyFare recommend you play with the durn things, value or no."

Wizard,

I know I'm writing about a subject that has been discussed already in this magazine, but I have something to say. What I'd like to discuss is the subject of Spider-Man killing a villain.

A while back, readers wanted to know why Spider-Man didn't kill Carnage while he had the chance, knowing full well Carnage would be back to kill again. Readers wrote in to *Wizard* either in support of Spidey killing Carnage or against it. Those who were against it said that it wasn't in Spider-Man's character to kill.

That's true. But while it is not in Spider-Man's character to kill, I believe that people do things that are out of character all the time. If Spider-Man were to kill a villain, it would be out of character, but like all things done out of character, it would happen for a reason. And thereby hangs a tale.

Y'see, it *would* be in Spider-Man's character to regret his actions if he killed Carnage, to grieve over what happened and to wonder if what he did was right or wrong. Spider-Man is still human, and, as mentioned above, all humans occasionally do things out of character. I think that the premise of Spider-Man killing would make for an interesting story and could make for an interesting look into Spider-Man's psyche.

So what do you think, Jim?

Phillip Ginn
Sacramento, CA

I agree. Make no mistake about it: Spider-Man is not a killer, just as most of us out here in the real world are not killers. But you're right, Phillip—

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we real people all do things on occasion that are out of character. Who hasn't wondered why a friend of theirs acted strangely in a certain situation? And why should fictional characters be any different?

Part of good fiction writing is writing characters as if they were real. A fictional character, just like a real person, should have a certain makeup to their personality. But we all have our bad days. We all do things about which we look back and say, "What the hell was I doing there?" Properly handled, the ramifications of Spider-Man killing someone—as he did, waxing the Green Goblin in Peter Parker: Spider Man *#75—could make for a pretty interesting story. Let's see if Marvel follows up on it.*

Dear Wizard,

When I was reading the letters column in DC Comics' *Hitman* #2, I came upon something strange. People wrote in saying how much they liked *Hitman* #2. How can this be? How can they say how good an issue is before it comes out?

Brad Martinez
Marrero, LA

It's like this: DC Comics (and several other publishers) sends out black-and-white preview copies of many of its issues for press review and for the purpose of getting feedback to run in letter columns. Such is the case here. Wanna get on the list? Hint: Write a number of good, insightful letters to your favorite comic publisher. Maybe they'll put you on their advance list.

Dear Wizard,

1) Is *Madman Comics* still being published? I don't think I've seen a new issue since January of 1996.

2) Wouldn't it be cool if Spider-Man got the Captain Universe powers again and screwed with the whole "clone saga" timeline so that it never happened?

3) What happened to *Shade, The Changing Man*? The most recent issue I can find is #39.

John Burleson
Lemoore, CA

1) Well, you've seen one. Madman Comics *#10 hit in January '96, but it took until November '96 for #11. In the meantime, creator Mike Allred worked on the Madman yo-yo, a Madman trading card set, a couple of movie-related things and the upcoming* Superman/ Madman *three-issue crossover. August should see the debut of Allred's new* Red Rocket 7, *at which point Dark Horse Comics swears up and down they'll be getting a book a month from Allred.*

2) Nope.

3) It's been canceled, but there's plenty of Shady goodness left after #39. The series finally wrapped up in 1996 with issue #70.

THE BUNNY AWARD

be afraid

Jim takes one of his favorite letters of the month and spotlights it here. There's no logic attached to this, nor is there a prize.

G'day, Jim,

I loved the article in *Wizard* #65, "Thy Will be Done," telling of all the "hidden" *Kingdom Come* art. Craig Kostelecky didn't miss a thing—almost! Here's one thing Craig missed. I'll confine myself to the one panel, promise!

Try *Kingdom Come* #1, page 23, panel 3. In this panel, Superman is carrying two wooden planks and has three iron nails in his pocket. Is this a crucifixion allusion? Perhaps an observation of the events that led to Clark's exile?

Lisa J.M. Savige
Richmond, Victoria, Australia

You're right on, Lisa. According to Kingdom Come *artist/co-creator Alex Ross, "I made sure that I worked that one in there. It's one of the most often-noted intentional symbolic scenes I put in* Kingdom Come." *Alex annotates this and many other scenes for the DC/Graphitti Designs hardcover collection of* Kingdom Come. *Check it out.*

Hey, Jim,

While looking through my old *Green Lantern* comics, I was once again impressed by the artwork of former *GL* artist Pat Broderick. I think he's very good. Why isn't he more popular?

Chris Hyatt
Providence, RI
CIHRI@aol.com

Geez, ya got me. Maybe because he's never worked on a top-flight title to showcase his stuff. I'm also a Broderick fan. If you like his Green Lantern *stuff, you might also want to try his runs on* Micronauts *(#19-#34) and* Fury of Firestorm *(he did at least the first year's worth).*

Dear Wizard,

I was wondering if comic artists actually collect comics. If they do, do they collect only the ones that they draw, or do they collect comics in general?

Danny Jorgensen
Ely, NV

Let's ask a few.

Jim Balent, artist on DC Comics' Catwoman *and Chaos! Comics'* Purgatori: *"I collect. I tend to follow artists more than I follow titles. I'll read anything by Frank Miller, Bill Sienkiewicz, Frank Thorne or Adam Hughes. I've always collected comics because I love them. But I also collect them because I think it's important to be aware of what other artists are doing. After all, I've got to stay in competition with them."*

Brent Anderson, artist on Homage Comics' Astro City: *"No, I don't collect comics anymore. I still have kind of an informal collection of old stuff I like.*

I've got a run of Groo that I love, I've got some old Lee/Kirby Fantastic Fours. But I really don't keep up with anything anymore."

Chuck Wojtkiewicz, who's painting covers for some of Acclaim Comics' Classics Illustrated line: "I'm a comic accumulator, not really a collector per se. I just let 'em build up in a big box. But I always pay special attention to the manga stuff, especially Appleseed. The comics that I do, I give away to friends."

Dan Jurgens, DC's Teen Titans writer/artist: "Sure, I collect comics. Preacher is a strangely compelling read these days. Some comics I collect just for the art, like anything by Michael Golden, and some I read just for the curiosity, like the 'Heroes Reborn' stuff. Basically, I'm still a fan. I really love comics, and I think there are more good books out today than there have been in many years."

Dear Mr. McLauchlin,

1) What is artist Richard Bennett doing these days? I like his intricate style.

2) Is Buddy Scalera's first name really "Buddy," or is it a nickname?

3) Do you guys also find Marvel core hero continuity hard to follow?

4) The last "Batman" film was paper-thin. Any chance of a less-action/more-plot "Batman & Robin"?

Answers would be great.

Mitch Durnell
Springfield, OH
BitjackX@aol.com

1) Bennett just finished up the last issue of Brass, his three-issue mini-series for WildStorm. He's now inking over Jim Lee's pencils for StormWatch #47. He also recently inked the Deathblow/Wolverine crossover.

2) It's a nickname. His real first name is "Louis." So we occasionally refer to him as "My Enormous Friend Louis," just

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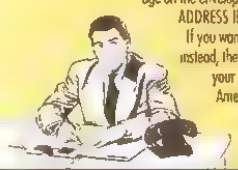

P E N P A L S

Kevin Williams
Age: 22 Sex: Male
16632 Sequoia St., Apt. 1
Hesperia, CA 92345
Likes: *Superman, Vampirella, Strangers in Paradise*

Eddie Jones
Age: 18 Sex: Male
314 S.E. A St.
Stigler, OK 74462
Likes: *X-titles, What If?, Spawn*

Steve Perkins
Age: 13 Sex: Male
R.R. 5, Stanton Road
Cobourg, Ontario, Canada
K9A 4J8
Likes: *X-Men, Fantastic Four, The Thing*

Maya Henderson
Age: 13 Sex: Female
20611 Balfour #4
Harper Woods, MI 48225
Likes: All X-titles, Extreme/Maximum titles, WildStorm titles

Matthew T. Bellino
Age: 15 Sex: Male
88 Ramapo Ave
Staten Island, NY 10309
Likes: *Creed, Vortex, Snowman*

David Wilson
Age: 15 Sex: Male
1103 S. Kingsway
Seffner, FL 33584
Likes: *X-Men, Spider-Man, Venom*

Sherrie
Age: [illegible]
[illegible]
Image title

like the guy in that episode of "Cheers." Yes, that is an allusion to Buddy's size. And yes, that is a fat joke.

3) Yep.

4) Nope.

Answers are great, ain't they?

Dear Wizoid,

1) How did Bucky die?

2) Why do the writers of "The Simpsons" TV show use "Clockwork Orange" stuff so much?

3) In a fight between Doomsday and Onslaught, who do you think would win?

Eric Bojorquez
La Puente, CA

1) Bucky and Captain America were hanging onto a Nazi drone plane loaded with explosives, trying to defuse it. Cap's grip on the plane was very tenuous. Cap fell off. Bucky didn't. Plane went boom. No more Bucky. And he's stayed dead!

2) Wouldn't you? It's fun to draw people's eyeballs wired wide open.

3) Doomsday.

Dear Jim,

My wife and I have just put our house up for sale. So I've been cleaning useless knick-knacks, spare parts and other eccentric garbage from the house. I pulled out a stack of old comic books, and one stood out from the rest. The publication was entitled *Samurai Santa*, and it was published by Solson Comics. Feeling compelled to read the stupid thing one last time before throwing it in the recycling bin, two points stood out in my mind:

1) It wasn't as bad as I thought it would be.

2) Jim Lee pencils it.

Was this done by the "Jim Lee" of WildStorm Productions and *Fantastic Four* fame?

Ed Collett
Coquitlam, B.C., Canada

A rather embarrassed Jim Lee of WildStorm Productions and Fantastic Four fame admits, "I did it. But I didn't really pencil it. I did finishes and inks over someone else's layouts. I think they laid it out on typing paper, which is about half the size an original comic page should be drawn at. It doesn't look the best. The only panel I thought turned out any good was the last one. I did it just before I started working at Marvel, and it must have come out in early 1986 or so. I really didn't know what I was doing at the time, but I know I was happy to have the work."

Dear Magic Words,

A query for Jimmy Palmiotti, or any other respectable inker you can find: How do you ink something that doesn't have a black outline, such as the flame in Ash's hair or gauntlets? How do you ink fire in general? I love drawing Ash and I just wanted to know how I could get around this particular problem.

Chad Wm. Porter
Weston, Ontario, Canada

Any brief examination of my rolodex would find many inkers more respectable than Jimmy Palmiotti, but I asked him anyway. He said, "There are actually two ways. One is to redline it. That means ink it in red pen, and by doing that, the colorist will know that the line is eventually to be dropped out. The other way is just to ink it regularly, and send a note to the colorist to drop out the line. With the computer coloring that many people use today, dropping lines out is an easy process."

Jim,

Who is better-looking in your opinion: Fairchild, Rainmaker or Freefall?

Josh Shaffer
Morris Plains, NJ
ZORAC16@aol.com

None of the above, since all three are fictional characters. Please get a better grip on reality and try again.

Hey, Wizard,

We, the huddled masses, have endured your tyranny long enough! Just what do you guys think you're trying to pull? You know what I mean. I'm talking about the "CBIQ" that runs monthly in *Wizard*! For the last several months there have been only 19 questions, not the 20 there are supposed to be. Are you guys running out of questions, or are you trying to rip us off? I, on behalf of the entire readership, demand retribution! What form of repayment, you ask? I'll leave that to your discretion. But here's a suggestion: I like pie.

Greg Simons
Cincinnati, OH

Okay, okay, okay. We give. As of Wizard #69, all "CBIQ"s are query-packed with 20 questions, as advertised.

By the way, I also like pie.

Dear Wizard,

When I received issue #66 of your wonderful magazine in my mailbox, I was very excited to open it up and read it. But excitement turned to dismay and, quite frankly, fear after I read "Dark History" (a complete guide to Dark Horse Star Wars continuity) by Andy Lee.

After completing the article, I read Mr. Lee's tagline, "While researching this feature, Andy Lee got in tune with the Force, accidentally vaporized Ankeny, Iowa, and is now hiding from the Feds." How could this happen? Ankeny, Iowa has been my hometown since I was a boy. Now it has been vaporized by a writer tinkering with an ancient fictional religion? I ran to the window to confirm this tragedy for myself. Salvation! Ankeny had not been destroyed! There it was, outside my window, just like always.

I would appreciate it if you could pass the message along to Mr. Lee that Ankeny is perfectly safe. We're still in one piece, and although we were given quite a scare by his article, there are no hard feelings. Our city council has contacted the FBI and informed them of our situation. They've called off their manhunt.

Tom Brazelton
Ankeny, IA

PEN PALS

Gonad want Pen Pals
Gonad 18, Gonad male.
Gonad at 8558 Sweetwood Drive
Dallas, TX 75228-5304.
Gonad like *Sandman*, *X-Men*, *Green Lantern*. Write Gonad!

Kendall Stump
Age: 25 Sex: Male
609 Colorado St.
Goshen, IN 46526
Likes: *Thor*, *Silver Surfer*, X-titles

Jasper Hanebuth
Age: 20 Sex: Male
Nienburgerstr. 40
29323 Wietze, Germany
Likes: *Gen*[13], *Xenozoic Tales*, all Legend titles

Danny Morgan
Age: 20 Sex: Male
2401 S. Lakeshore Blvd. #12107
Austin, TX 78741
Likes: *Gen*[13], *Uncanny X-Men*, *Gunsmoke Cats*

Brian, 18/m
bscately@linux.hhs.ad12k12.ca.us
Super-titles, X-titles *WildC.A.T.s*

Stephen Hackney, 13/m
Tickman100@aol.com
The Tick, *Scud*, *Evil Ernie*

Joey Gibson, 13/m
Knobknocker@aol.com
X-Men, *Fantastic Four*, *WildC.A.T.s*

Thomas J. Tarvid, 26/m
armyton@aol.com
Spider-Man, X-titles, *Grendel*

Jeff Rogers, 15/m
NoteG1644@aol.com
X-titles, Spider-titles, Super titles

Michael Sims, 18/m
MstYoda@aol.com
Sin City, *Madman*, *Preacher*

WILDC.A.T.S X-MEN

The Silver Age

They Meet Again!

Scott Lobdell
Jim Lee
Scott Williams

COMING IN

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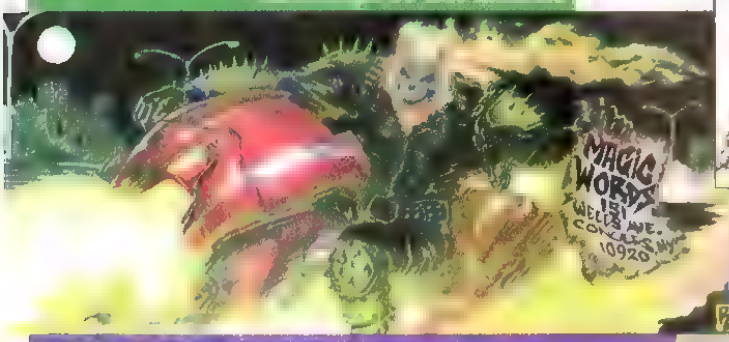
JUNE

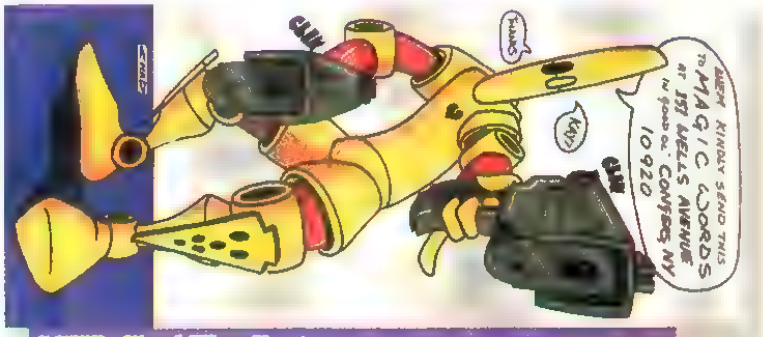
FROM WILDSTORM PRODUCTIONS AND IMAGE COMICS

LETTER ART

Fans who had their letter art printed this month will each receive copies of *Adventures in the DC Universe* #1 and #2 autographed by John Delaney, plus a copy of this issue of *Wizard* signed by the entire *Wizard* creative staff, a snazzy *Wizard* T-shirt and a funky *Wizard* cap! The creator of the best envelope wins the signed comic, issue, shirt and cap, plus an original sketch by Delaney! (Thanks for the stuff, John!) Artists: Please include a clearly printed return address **and a list of characters depicted** on the **back** of your envelope.



GHOST RIDER Rudy Ledesma



SCUD Chad Wm. Porter Weston, Ontario, Canada

GOLDEN AGE GREEN LANTERN Pete Schmitt Spokane

HELLSHOCK Benny G. Leal Ft. Stockton, TX

we're in the home stretch...

Our mistake. It wasn't Ankeny that was vaporized. It was 12 square blocks' worth of Akron, Ohio. Not that anyone would notice.

THE PRIZE

Jim,

I was recently at a comic show and heard people talk about a 12-inch Ben that has brown boots. I talked to a guy at one of the booths and he said that it was just a myth. Is it true, or is it a myth?

Josh Steenwyk
Brenham, TX

Ah, good ol' 12-inch Ben. No one knows for sure if he ever really existed. Some think he did. Some even claim to have seen him. But others say he's just a myth.

Those who believe say that he was a joy of a man, only a foot tall, even in his trademark brown boots. They say that he wandered the comic shows of America, always with a smile on his face and a kind word for everyone. People loved to see him. But one day, he simply disappeared. Some say that he just wandered off into the sunset one Sunday at 6 p.m., at the end of yet another show. Another legend has it that he fell into a quarter box at a show one day and was crushed to death between two near-complete runs of ROM: Spaceknight, his tiny body never to be recovered. All we know for sure is that 12-inch Ben is nowhere to be found today.

Was he real? Or maybe just a myth, a collective longing on the part of showgoers everywhere for a pure soul, a friendly face? The world may never know.

Just as I may never know how we keep coming up with the clever taglines like the one you're about to read. Until next month, I remain...

—Jim McLauchlin

If it were completely up to him, Jim McLauchlin would probably never wear pants. Good thing it's not up to him.

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Congers, NY 10920
or e-mail us at WizWords@AOL.Com

OPERATION
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WITHOUT CEREBRO
WITHOUT THE MANSION
WITHOUT THE MUTANT UNDERGROUND
MARVEL COMICS
ALL-NEW ALL-DIFFERENT HOUSE

'HEROES RETURN' from 'Reborn' in September

"The Lost World" predicted to be this year's hot Halloween costume trend. "The suit sure looked cool, but as soon as little Timmy went near the microwave, BAM!, he went up like a baked potato with an M-80 in it," commented Timmy-speckled witness.

Ewok beaten at recent showings of "Star Wars: The Special Edition." "He started chanting, 'Yub, yub,' so I punched him in the throat and went to town on him with a tire iron," boasted Ewok-defiler.

DC relaunches Ragman as a Bad Girl. "We just saw pencils on the first issue and they look great!" commented DC spokesperson. "It might be premature to say, but it's lookin' like we've got another Takion or Firebrand on our hands!"

Get ready for the one-and-only Marvel Universe. The "Heroes Reborn" characters—the **Fantastic Four** and all the **Avengers**—are officially back where they belong in September, courtesy of the *Heroes Return* mini-series.

"The concept for the series came from a mega-creator head-banging Marvel editorial session," said **Peter David**. "I'm going to try to incorporate the best of everyone's notions into a satisfying package that folds the characters back into the regular Marvel Universe." That package will take the form of a four-issue, self-contained weekly mini-series shipping in the four weeks of September. David writes, **Salvador Larroca** (*Excalibur*) provides the pencils and **Art Thibert** (*X-Men*) inks. So the big question is: Just how do the heroes return from the "pocket universe" that they currently inhabit?

"I've heard many good theories from fans," said series editor Bobbie Chase. "But we're not giving it away. All I can say is: Watch out for Franklin Richards." Franklin, the son of the Fantastic Four's Mr. Fantastic and Invisible Woman, is prominently featured at the end of *Marvel Universe: Onslaught*, the book that sent the heroes to the pocket universe. So will Onslaught be the mechanism that brings the heroes back?

David said no: "We want to avoid repeating what we already did. We're going to tell a story here that is not 'Onslaught 2.' It's been hinted that Franklin is a major link between the universes. He'll be the key."

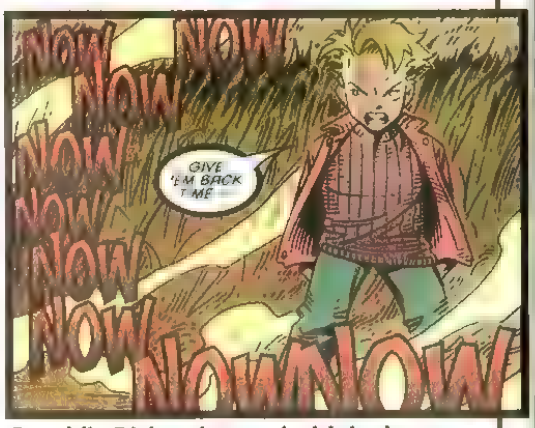
As *Heroes Return* brings the missing heroes back into the Marvel Universe, the question of how they'll react to their new/old surroundings will also be addressed. David continued, "We won't act like the whole thing never happened. That would be insulting to fans. We don't want to make 'Heroes Reborn' readers feel they've wasted their time and money.

"The heroes will have memories of the 'Heroes Reborn' Universe," David said slyly. "People will find that what happened in the other universe *mattered*."

After the *Heroes Return* mini-series, the four "Heroes Reborn" titles re-enter the Marvel Universe. At press time, no creative contracts for post-*Heroes Return* series had been signed. Marvel has verbal agreements with **Kurt Busiek** and **George Pérez** to write and pencil *Avengers*, **Mark Waid** and **Ron Garney** to do *Captain America* and Busiek to write *Iron Man*. These deals are not final, and may change pending actual contracts. No creative team on *Fantastic Four* or penciler for *Iron Man* is yet on the horizon.

The four monthly titles will return in progression, with one title each debuting its "return" in the months of September, October, November and December. No final decision has been made as to numbering, although Marvel has confirmed that numbering will not continue on from "Heroes Reborn" with #13 issues.

Marvel is also looking to restart a ***Thor*** title, although one will not appear until 1998. ■ *Jim McLauchlin*



Franklin Richards may hold the key to the heroes' return

HEROES RESHUFFLED

"From day one, 'Heroes Reborn' has been mired in controversy," said **Rob Liefeld**. "To be honest, I feel really relieved that it's over for me."

Marvel Comics has announced that Liefeld's involvement in his two "Heroes Reborn" books (*Avengers* and *Captain America*) has been terminated. Marvel cited low sales as reason for Liefeld's termination.

So where does Marvel go from here? To **Jim Lee**, the man currently overseeing *Fantastic Four* and *Iron Man*, the other half of "Heroes Reborn." Lee's crew now takes on *Avengers* and *Captain America*, seeing them through to the "Heroes Reborn" conclusion, as each title hits #12.

From issue #8 through #12, *Avengers* will be written by **Walt Simonson** (*Weapon Zero*) and penciled by **Michael Ryan** (*Grifter*). For issues #7 through #12, *Captain America* will be written by **James Robinson** (*Starman*) and penciled by **Joe Bennett** (*Amazing Spider-Man*). ■ *JM*

ahead

THE NEW X-MEN!

PÉREZ KILLS FANS!

AND COMPANY UPDATES!

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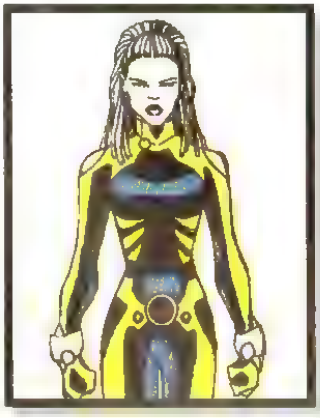
Meet the New X-Men!

Talk about hype. **Marvel Comics** has announced that there will be two all-new characters introduced into the **X-Men** in this summer's big X-crossover, "Operation: Zero Tolerance" (also referred to as "No Exit") Though details are still sketchy, *Wizard* spies dug up the dirt on the two new X-Men.

Name: Maggot
First Appearance: April's *Uncanny X-Men* #345
Age: Unknown
Sex: Male
Occupation: Wanderer
Nationality: Australian
Powers: "The man has arguably the oddest powers in the history of mutantkind," said X-scribe **Scott Lobdell**. This character has two slug-like creatures about 3 feet in length that drape themselves on his body. According to Lobdell, the slugs can eat through anything. They can also siphon energy off other people, Marvel sources indicate. "The question to ask," said Lobdell, "is whether *he* is the mutant or the slugs are the mutants."
His Story: "Maggot sees the X-Men as a necessity in getting what he wants," said Lobdell. "He's got a secret agenda. My understanding is that he also has something to do with Joseph [a.k.a. Magneto] and what happened with Magneto's de-aging and amnesia."



Name: Dr. Reyes
First Appearance: April's *X-Men* #65
Age: 23
Sex: Female
Occupation: Physician
Nationality: Puerto Rican
Powers: Dr. Cecilia Reyes will have a protective, transparent shield surrounding her body that can deflect objects. In the beginning, she won't know how to control her powers. "This armor will be visible around her only when something actually hits the shield," said Lobdell. "It still remains to be seen what the full capabilities of this shield are."
Her Story: "She's worked herself up from the streets and has a career that she's dedicated to," said Lobdell. "Unlike many of the X-Men, she has an entire life outside of being a mutant and it completely crashes because of Operation: Zero Tolerance. She'll cause problems because she really doesn't want to be with the X-Men. She is resentful about the fact that she's hanging out with them and that being a mutant has ruined her life." ■ *Matthew Senreich*

DC's Power Source Revealed in 'Genesis'

Where does power come from in the DC Universe?

DC Comics answers that question in ***Genesis***, a massive crossover taking place in August. Similar to 1996's *Final Night* series, *Genesis* will be a four-issue weekly mini that ties into all DCU books coming out that month.

"The mini-series is self-contained," said **Paul Kupperberg**, editor of *Genesis*. "Most DCU titles will, in some way, reflect the story and be affected by it."

Genesis, written by **John Byrne** (*Wonder Woman*) and drawn by **Ron Wagner** (*Book of Fate*), revolves around Jack Kirby's Fourth World and the **New Gods**. According to Byrne, *Genesis* stems from a story he wrote in *Action Comics* #600 in which energy (a God-wave, so to speak) from the destruction of the "Old Gods" homeworld was released and shockwaved across the universe. As this God-wave bounced through the universe, it left portions of its power in its wake. *Genesis* deals with the God-wave's inevitable return to its source, which appears to be the fabled powerful Source sought out in *Jack Kirby's Fourth World* (another book by Byrne).

"There's a bad guy who realizes the remains of the God-wave will be coalescing in one place to be claimed by whoever gets there first," said Byrne. "The snag is that, to get to that place, you have to go *through* the God-wave...and we don't know what that will do."

Genesis will explain how power flows in the DCU, and how things like a **Green Lantern ring** or the **Flash's Speed Force** work. In addition, Kupperberg confirmed that throughout the *Genesis* story, **Wonder Woman** will actually be dead, but emerge from *Genesis* much more powerful than before. "The mini-series is being written by John Byrne, after all," said Kupperberg.

Darkseid, the New Gods' ultra-foe, also plays a role in *Genesis*. "I think that since it's dealing with the 'Source,' it's safe to say that Darkseid will have his fingers in there," said Kupperberg. ■ *Matthew Senreich (additional reporting by Patrick Daniel O'Neill)*

BUZZ BOX

The inside scoop on the comic industry

• **DC's "Heroes Reborn"?** Maybe. The DC relaunch hinted at last issue has a working title: Tangent Comics. It also has top-notch talent behind it. Our spies place Kurt Busiek, Todd Dezago, Chuck Dixon, Dan Jurgens, Karl Kesel, Ron Marz, John Ostrander and James Robinson working on projects. The rumored theme: Complete character revamps in an "alternate reality" setting.

• **Death of Spider-Man?** With Kurt Busiek gravitating toward *Avengers* and *Iron Man*, and Pat Oliffe gearing up for *Marvel Team-Up*, where does that leave *Untold Tales of Spider-Man*? Maybe nowhere. Rumors swirl that the title will be canceled somewhere between #25 and #29.

• **The End of Gen^{13} as We Know It!** And WildStorm feels fine. December sees *Gen^{13}* #25, featuring a team roster shakeup And that might not be all: Insiders say it might be the last J. Scott Campbell issue, leading up to the launch of a new Campbell title. Yeow!

• **More Spawn!** Word is that McFarlane Productions is planning a new slew of Spawn comics and merchandise for "Spawn Month, Vol. 2" in August to coincide with the movie premiere.

• **Jim Lee Reborn!** A source has let slip that an all-new Jim Lee-created title is slated for an August release from WildStorm. Beyond that, they ain't talkin'!

• **Access is Back!** It's Marvel's turn to publish the next DC/Marvel *All Access* crossover mini-series. Buzz tells us its happening in the fall, but format and creative teams are yet to be determined.

• **Joe Jusko Comics!** We've heard rumblings of an all-painted Joe Jusko "Future Ash" comic coming early in 1998.

OPERATION

ZERO TOLERANCE

TARGET: 55.0 YARDS

scan:.....

X-MEN»

FOR THE SAKE OF ALL HUMANITY, THE X-MEN'S DAYS ARE NUMBERED. THIS JUNE, THEIR NUMBER'S UP

IN THE PAGES OF X-MEN, UNCANNY X-MEN, WOLVERINE & CABLE.

MARVEL COMICS

HOUSE O

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Batman and Spidey Reunite

Spider-Man and **Batman** swing into action together for a second time in September.

Batman/Spider-Man, a one-shot following up 1995's *Spider-Man/Batman*, will feature a 48-page story by *Spectacular Spider-Man* writer **J. M. DeMatteis** and *Detective Comics* penciler **Graham Nolan**. In this go-around, the two heroes team up to match wits against the combined menace of **Ra's al Ghul** and the **Kingpin**.

"Both Ra's and Kingpin are brilliant, maniacal and don't play well with others," said Scott Peterson, editor for the crossover and *Detective Comics*. "And they both think on a large, global scale. This should make for a great story."

The story spans from Gotham City to Marvel's New York. "New York is integral to Spider-Man, while Gotham City is as much a supporting character to Batman as Commissioner Gordon," said Peterson. "It's going to be interesting to take each of them out of their element and see how that affects them."

Contrasts play a big part in the story, according to Peterson. "Spider-Man is fun, he's light. Batman is very grim, gritty and nighttime. They are very much opposites, and watching them try to work together despite their differences will make for a cool story.

"Batman and Spider-Man are arguably the greatest heroes in their respective universes. And it's always fun to see the champions of DC and Marvel come together." ■ *Matthew Senreich*

Batman and Spider-Man team up again to face off against Ra's Al Ghul and Kingpin

Something's Fishy...

The "Star Wars" movie trilogy and DC Comics' *JLA* are currently two very hot topics. But many fans are unaware that "Star Wars" golden boy Luke Skywalker and JLA underwater specialist Aquaman have a lot in common. For you folks outta the loop, *Wizard* decided to break down the bizarre similarities between the two heroes. ■ *A. Kordon and B. Cunningham*

Photo courtesy of Lucasfilm Ltd.

AQUAMAN	LUKE SKYWALKER
Before fulfilling his destiny as a great hero, he's a li'l sissy blonde-haired kid who whines to no end.	Before fulfilling his destiny as a great hero, he's a li'l sissy blonde-haired kid who whines to no end.
Has impressive mental powers.	Has impressive mental powers.
Learns his dad is some sorta really powerful wizard guy.	Learns his dad is some sorta really powerful Jedi guy.
Fights his father to halt daddy's evil ways.	Fights his father to halt daddy's evil ways.
Loses a hand in battle.	Loses a hand in battle.
His arch-nemesis, Black Manta, used to wear a big black helmet.	His arch-nemesis (You-Know-Who) wears a big black helmet.
When last seen, he was rebuilding Atlantis.	When last seen, he was rebuilding the order of the Jedi.
Locks lips with a scantily clad chick who really digs him.	Locks lips with a sometimes scantily clad sister who really digs him.

'Marvel Team-Up' Swings Again

"I get the chance to screw with the entire Marvel Universe through the prism of Spidey's personality," said ecstatic writer **Tom Peyer**. "It's great! You know that's fun."

Peyer is helming ***Marvel Team-Up***, a revival title debuting in July that pairs Spidey with a different co-star every issue. This new monthly *Marvel Team-Up* will replace the existing quarterly *Spider-Man Team-Up*, and hearkens back to the old '70s-'80s *Marvel Team-Up* title in tone and in mission. "Marvel wants to make it fun, make it monthly and give a consistent creative team," Peyer said. Peyer and **Pat Olliffe**, current penciler on *Untold Tales of Spider-Man*, will handle creative chores.

The feel of the title will be upbeat. "You can't do Spider-Man without a light element," Peyer said. "He's such a wise guy. Teaming someone with Spidey is like teaming them with Bugs Bunny. There's always something wild going on." Peyer will get his chance to pair Spidey with characters he feels will make for great situations. **Generation X** is featured in #1, with **Hercules** and **Quicksilver** making appearances in following issues. "I love pairing Spidey with real arrogant guys like Quicksilver or Herc," said Peyer. "Spidey can really play off guys like that and undermine them with his wit."

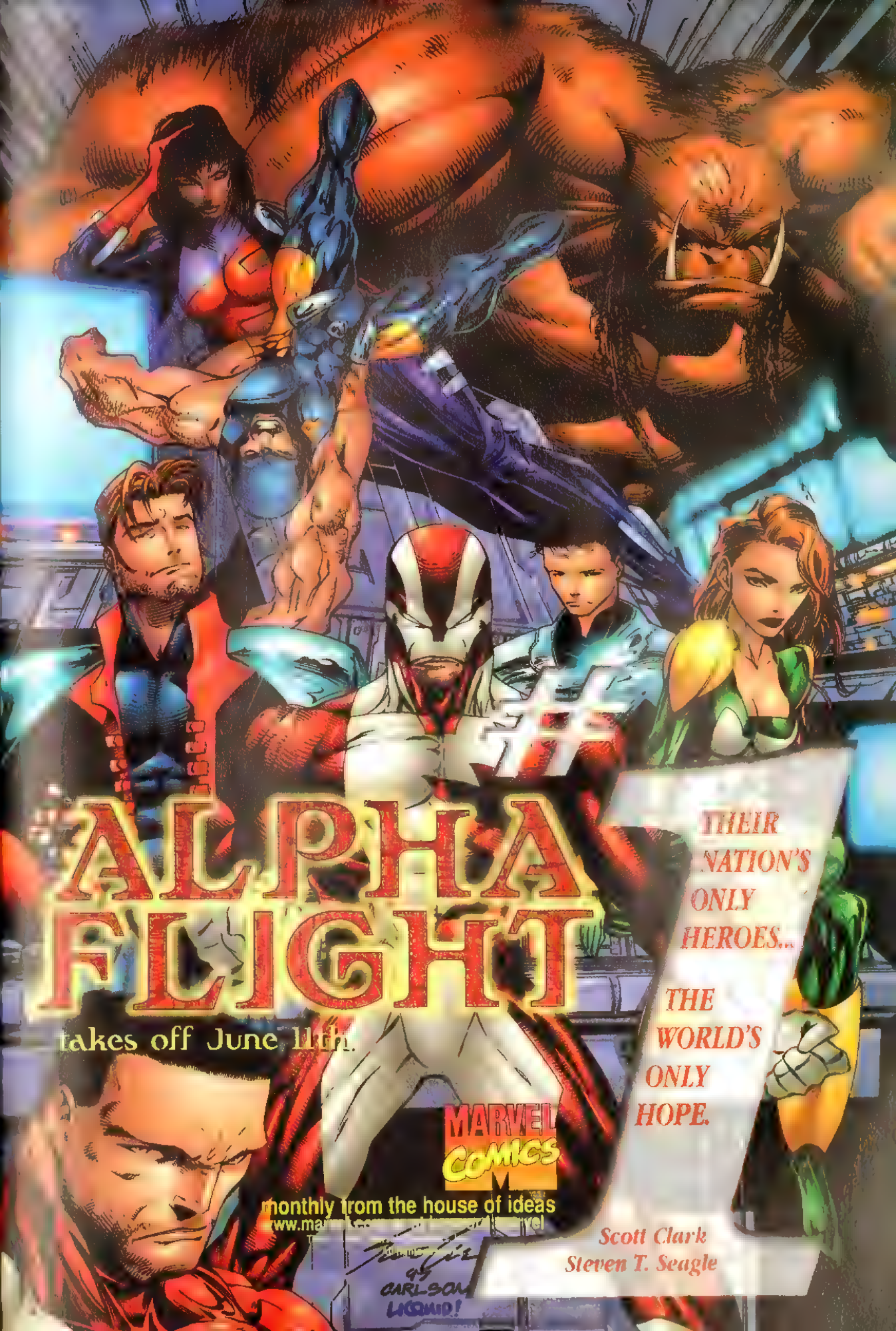
Each *Marvel Team-Up* issue will be self-contained, but there will be an underlying subplot to the first six issues. "I don't want to say much about it," Peyer adds, "but someone finds out how to screw up Spidey's spider-sense. And he's got a really twisted reason for doing it." ■ *Jim McLauchlin*

CORRECTION

Oops! We goofed. Three times, no less.

In the "Letter Art" section of *Wizard* #69, we forgot to run the Grand Prize artwork by Sergio Aragonés (featuring Groo). Sorry, Sergio!

Also, in the Andy Kubert Q&A from *Wizard* #68, and the "Beastie Boys" feature from *Wizard* #69, we neglected to include any photo credits. Craig Blankenhorn took those swell photos of Andy Kubert, and Albert Ortega was responsible for that nifty Mark Waid photo. Our sincerest apologies for this oversight.


ALPHA FLIGHT
takes off June 11th.
THEIR NATION'S ONLY HEROES...
THE WORLD'S ONLY HOPE.
MARVEL COMICS
monthly from the house of ideas
Scott Clark
Steven T. Seagle
CARLSON LIQUID!

'TV STAR' TICK RETURNS TO COMICS

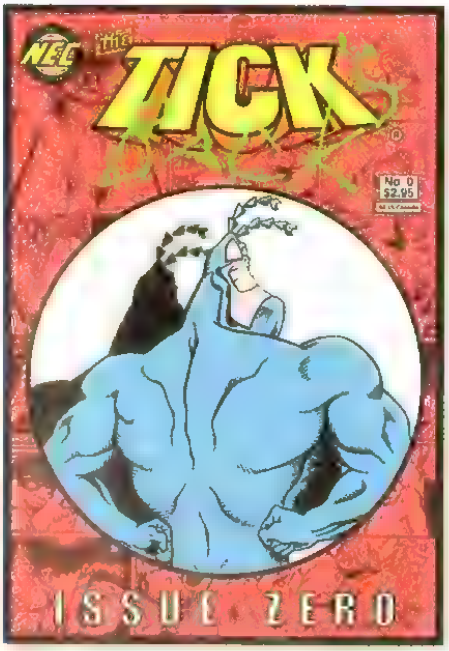
Once, he was just a "cult" comic character. Then he became a TV star. Now, the Tick is returning to his roots.

New England Comics, home of **Ben Edlund**'s original *The Tick* comics, launches a new ongoing series entitled ***The Tick: Slave to Fate*** in August. The series will feature original stories with no ties to "The Tick" animated series currently showing on Comedy Central.

Prior to the release of the new ongoing series, New England Comics will publish ***The Tick's Back*** #0, a one shot that will introduce Ben Edlund's hand-picked Tick writer/artist successor, Eli Stone. "Ben's busy working on the TV stuff, and New England was looking for someone who had the wackiness to take over Ben's big blue baby," said Stone. "I guess they saw a sense of humor in me."

The Tick: Slave to Fate will construct a universe similar to the previous *Tick* comic series, but remain a separate entity from the animated show. "I have to be careful what [to use] and what not to use because there's some legal stuff to work around with the TV show," said Stone. "But I can use Arthur and many characters that were in the original comic." Characters like **Chairface Chippendale** and **Die Fledermaus** are fair game for the new writer.

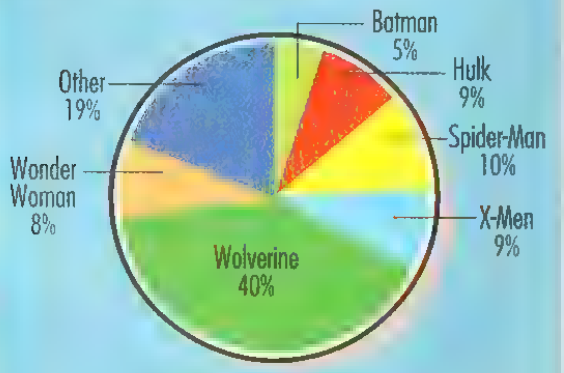
Stone promises the same wacky humor as Edlund's rendition of *The Tick*. The first issue sees the Tick, who's known for ruining everything he comes into contact with, going to an art museum. "Because of the eventual damaged art property in issue #1, the following issues will center on the pursuit of money," said Stone. "And super-bad lawyers are going to try and foreclose on Arthur's expensive suit, which was bought at an auction." ■ *Matthew Senreich*



Question of the Month

With all the recent character revamps like Marvel's "Heroes Reborn" and a rumored line of DC Comics revamps in the works (see "Buzz Box"), we thought we'd ask readers through our "Wizard World" forum on America Online what big-gun character they'd most like to see revamped from scratch...

Which of the following characters would you like to see completely revamped from scratch?



Seems fans are a bit frustrated with the current state of **Wolverine**, who "has lost his appeal of being a really cool bad-ass," according to one fan. Another fan said that without his adamantium, "he's barely recognizable both in how he looks and how he acts."

This month's poll generated an unusual number of write-in ballots, with write-ins ranging from **Magneto** to **Green Lantern**. The biggest write-in was the **X-Men**, which garnered nine percent of the total vote! "I think that Marvel keeps moving farther and farther away from what the X-Men used to be," said one respondent. "They're so dark and grim now. With so many quick and meaningless plotlines going on, and with so many characters acting out of character, I can't follow the books any more, nor do I think I want to." ■ *Sorrell Booke*

Comic Writer Yale Passes Away

Kim Yale, a writer who worked on numerous comic titles including ***Grimjack***, ***Suicide Squad*** and ***Manhunter***, died on March 7, 1997, a victim of breast cancer she had been diagnosed with a year earlier. She was 43 years old. Yale continued writing throughout her illness, most notably as a columnist for *Comics Buyer's Guide* and by collaborating with her husband, **John Ostrander**, on "Oracle: Year One," a critically acclaimed story in *The Batman Chronicles* #5.

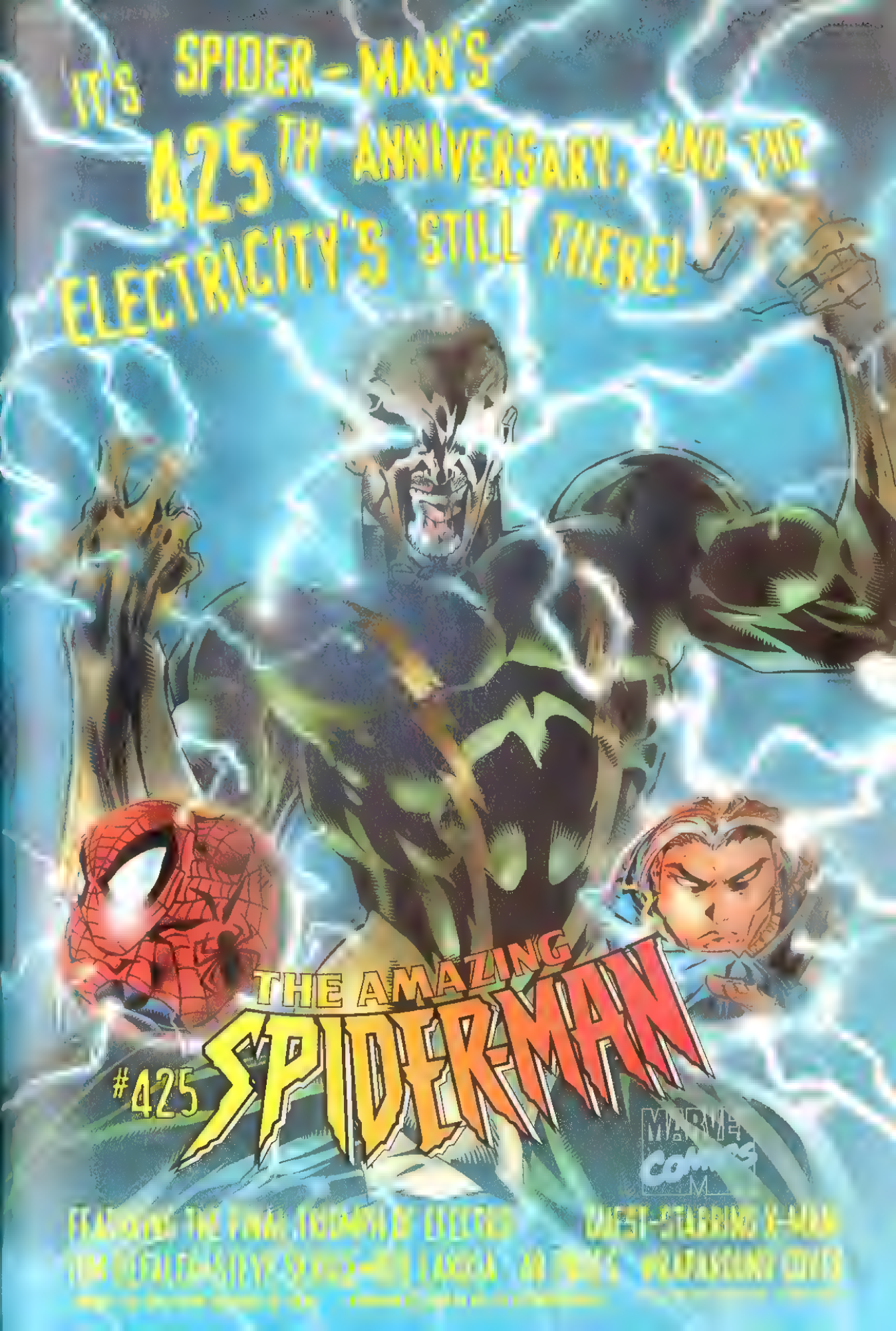
Yale also served a stint on DC Comics' editorial staff in the 1980s, assisting with the Dungeons & Dragons and Star Trek lines. A board member of the Friends of Lulu, Yale also taught at the Joe Kubert School of Cartoon and Graphic Art. ■ *Ruth Morrison*

'Wizard' Scavenger Hunt Winner Announced

The hunt paid off for Ron Kamrowski of Florida, N.Y. Ron was the Grand Prize Winner in the 1996 ***Wizard Scavenger Hunt***, walking off with 20 comic art originals as his prize. "I went to garage sales, comic shows, everywhere to get some of the items," said Kamrowski. "Most items were easy, but that Viewmaster disc took a while."

Kamrowski completed a 70-item scavenger hunt and correctly answered five trivia questions to get a perfect score, qualifying him to win. One random drawing among all perfect scores and to-do Kamrowski was the winner. The Grand Prize included works from **Joe Madureira** (who drew Spider-Man), Steven Hughes/Jason Jensen (Lady Death), Jim Balent (Catwoman) and Joseph Michael Linsner (Dawn).

So which was Kamrowski's favorite? "I love the colors in the Lady Death piece but just for the grace of it, I think I like the Catwoman the best." ■ *Jim McLauchlin*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MARVEL COMICS

'Major Bummer' Debuts as World's Laziest Superhero

DC Comics has a new superhero on the horizon and he's a lot like you. That is, if you're more interested in TV than in saving the world.

"***Major Bummer*** is the sad, true story of what would happen if we got superpowers," said DC Executive Editor **Mike Carlin**.

Major Bummer is also a new comedy/action/satire ongoing series debuting in June. It will be brought to you by writer **John Arcudi** and penciler **Doug Mahnke**, the team noted for its own special brand of craziness on ***The Mask*** from Dark Horse Comics. The story revolves around Lou Martin, a man Arcudi described as "a 19 year old who wakes up immensely strong and incredibly intelligent after getting zapped by a bizarre alien package he received in the mail. Problem is, he's such a lazy guy, powers really don't make a difference to him."

That presents a problem when other strange superheroes turn up on Martin's doorstep and adopt him as their leader. Will Martin take up leadership and become Major Bummer, Champion of Justice? "Nah," said Arcudi. In terms of power, Martin is "basically Superman But he's Superman without a cause. He's super, but I don't know if you can call him a hero. He could solve the world's problems, but he's more interested in getting free cable. *Major Bummer* is the title, but it's not really a name for him. No one's going to call him that."

Martin will be forced to get heroic, however, when things like alien invasions and giant worm infestations hit his town, and he'll be forced to defend it. Why him? Only because there's no one else around "Technically, we're part of the DC Universe" Arcudi said "But the book functions best outside the DCU We're more super comedy than superhero so the book is set in the real world. And to me, that is comedy." ■ *Jim McLaughlin*

Major Bummer **is "the sad, true story of what would happen if we got superpowers"**

Pérez Kills Comic Fans

George Pérez kills real fans in deadly *Crimson Plague*

Artist **George Pérez** is planning to kill comic fans!

Pérez, famed for his work on ***Avengers*** and ***Teen Titans***, will launch a six-issue, creator-owned mini-series through **Event Comics** in June entitled ***Crimson Plague***. The bimonthly book will present fans with the opportunity to die in an actual comic book. "I'm trying to get the fans actively involved with *Crimson Plague*," said Pérez. "What better way than to make them stars in the book? Every character that has a name and a speaking part is a real person."

Crimson Plague is a futuristic story that features a genetically engineered woman named DiNA Simmons. DiNA is cursed, through a bizarre birth, with a deadly virus called Crimson Plague. The story revolves around DiNA's attempt to reach Earth for a cure. "However, what makes it Crimson Plague—as diplomatically as possible—is at that time of month, the plague becomes airborne and devastates an entire planet's population," explained Pérez "DiNA's cycle is unpredictable, though, so as she tries to reach Earth, Earth will try to stop her from getting there."

Pérez has been developing *Crimson Plague* for two years now. When Event Comics got word of Pérez's plans for a creator-owned project, the company didn't hesitate to bring him in. "I think after George talked with us, it wasn't a matter of money," said Joe Quesada, co-publisher of Event Comics. "It was a matter of comfort level, and we pride ourselves on our personal relationships with creators."

"People have been asking me to do a creator-owned project for many years now," said Pérez. "And I found the right idea, time and place to do such a project." ■ *Matthew Senreich*

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JOE KENZ
TO NAFE

ON SALE JUNE 4

MARVEL COMICS

[illegible] or MR. [illegible] [illegible]

Chan Kicks into Comics

Jackie Chan [illegible] Topps Comics [illegible] Michael Golden [illegible]

Photo courtesy of Topps Comics

Chan (left), Witterstaetter and artist Michael Golden bring *Spartan X* to life

Helix Soars This Summer

The computer-generated *Dome* by Gibbons and McKie headlines Helix's '97 launches

Helix, the DC Comics sci-fi imprint that launched last summer, is getting ready to blast off again with a number of new titles starting in July.

Transmetropolitan, an ongoing series by **Warren Ellis** and **Darick Robertson**, tells the tale of a bizarre journalist named Spider Jerusalem. Jerusalem has been living a hermit's life in the mountains for years, but can only find inspiration to write when he's in the city known simply as "The City." Jerusalem needs to write two books, so he heads back to the city and readers view "The City" through Jerusalem's cracked view. **Geof Darrow** (*Big Guy and Rusty the Boy Robot*) will supply covers.

The assassin Bloody Mary created by **Garth Ennis** and **Carlos Ezquerra** returns in ***Bloody Mary: Lady Liberty***, a four-issue run from the self-same creative team beginning in July. "A religious madman has seized control of Manhattan and is going to murder 144,000 children to populate the kingdom of heaven," said Helix Editor Stuart Moore. "And Mary is called in to bring him down."

Dave Gibbons and **Angus McKie** contribute the one-shot ***The Dome: Ground Zero***, scheduled for later in the fall. "It's going to be about 95 percent computer-generated," said Moore. "Angus wants to use modeling and drawing software to create really big-scale visuals like you'd see in a blockbuster action movie."

Still unscheduled is the 12-issue ***Michael Moorcock's Multiverse*** and, "Yes, he's really writing it," laughed Moore. "It'll involve a lot of Moorcock's eternal champion characters, notably **Elric**. The story starts out as a dimension-spanning tale and divides into three storylines, with a different regular artist for each story." Those artists include **Walt Simonson**, British illustrator Mark Reeve and John Ridgeway. ■ *Patrick Daniel O'Neill*

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continued on page 27

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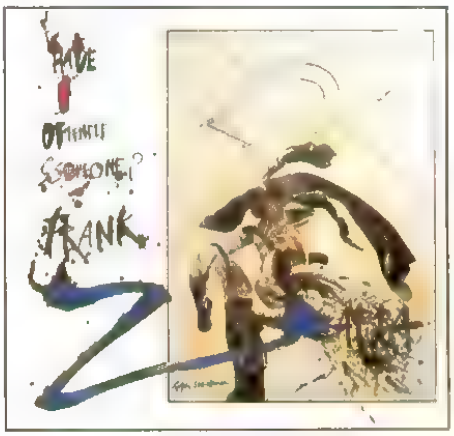

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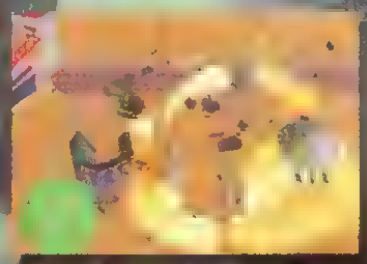

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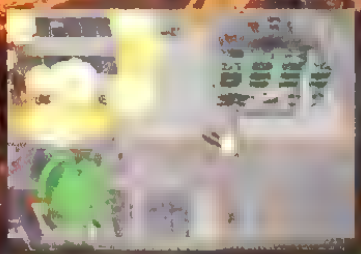

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Doran in Japan: A Small Press Tour

[EDITOR'S NOTE: American comic writer/artist Colleen Doran (*A Distant Soil*) recently returned from a comic tour of Japan. Here's the skinny on what she found out...]

There's a lot to learn about comics in Japan. I was lucky enough to learn a lesson or two when Tezuka Productions invited me to Tokyo as part of its annual cultural exchange. Once a year, every year, the company invites American cartoonists to meet their Japanese counterparts.

Tezuka Productions is named for Osamu Tezuka (1926-1989), revered in Japan as "The God of Comics." Osamu created hundreds of comic and animation characters, the best-known in the U.S. being Astro Boy. For 1996, a load of American creators including Jeff Smith (*Bone*), Fred Schodt (author of *Manga! Manga! The World of Japanese Comics*) and myself were among the guests. My mom and manager, Anita Doran, also got to come along. Here's how things went:

Photo: Anita Doran

Colleen (with Masharu Omodaka of Tezuka Productions), and guests are a hit with Japanese paparazzi

November 15: You know it's going to be a good trip when you're immediately offered champagne as you get on the plane. Too bad I don't drink.

November 16: Tokyo! Reality check #1. Being a cartoonist in Japan is *really cool!* Customs officials ask us the usual questions about our trip ("Business or pleasure?"), and their eyes bug out when I tell them I'm with Tezuka Productions. Lots of things are different for comic artists here than they are in America. Some top artists are treated like American rock stars. They're followed practically everywhere by paparazzi photographers and mobs of screaming kids.

Reality check #2: Japanese men are kinda petite. Brawny American women should expect to heft their own luggage. Our porter hurt himself trying to lift my bag.

We have dinner with the president of Tezuka Productions, Mr. Takayuki Matsutani, as well as Masahiro Katayama, president of the Japan Cartoonists Association. The Americans all order sushi. The Japanese order steak.

November 17: We tool around Tokyo in a fleet of limousines and visit Kodansha, publisher of *Akira* and *The Legend of Mother Sarah*. We are told of the astonishing sales figures for Japanese comics. Some weeklies can reach sales of five or six million copies each. And, yes, those are *weeklies*!

That evening, it's discussion and dinner with publishers and editors from Japan's leading publishers. The Japanese occasionally reveal themselves to be as ignorant of American comics as we are of Japanese comics. They think *Bone* and *A Distant Soil* are typical American superhero books. Yeah, right...

Photo: Tezuka Productions

Sushi, anyone? (From left) Vijaya Iyer, Jeff Smith, Anita Doran, Jules Pfeiffer and Colleen

November 18: We attend a formal symposium, a *big* deal with extensive newspaper and television coverage. Important tip: American put-down humor doesn't fly well in Japan. Jeff Smith spouts a zinger about editors, which is greeted with stony silence.

At the symposium, a Japanese cartoonist characterizes Americans as lazy complainers. The Japanese are

rather proud of their impressive sales and the ability of their artists to produce hundreds of pages a month

Well, there's quantity and then there's quality. While many Japanese comics are excellent, many others look like they were drawn while in the grip of an epileptic seizure. Japanese creators also have huge staffs of assistants, usually no less than five (one artist has 26 assistants, including seven ghost writers), who are not credited for their work. However, the Japanese do crank out a lot of work. There are many stories of artists dropping dead from overwork at age 30 or 40. We are informed that the average life expectancy of a Japanese cartoonist is only 60!

November 19: We fly to Takarazuka, Tezuka's boyhood home. As we visit the Osamu Tezuka Museum (Yes! He's got a museum!), we're greeted by paparazzi who follow us everywhere. The museum is wonderful. We cancel our other plans and stay all day. It's fabulous and boasts a theater, a complete computer-access Tezuka video library, print library, galleries and a detailed "time capsule" display of Tezuka's life and work. We especially enjoy the animation studio where kids (like us!) can draw a few frames and have them computer scanned on screen into instant mini-films.

The animation exhibit at the Tezuka Museum

November 20: A day in Kyoto visiting temples and gardens. We take the bullet train back to Tokyo and all fall asleep.

November 21: Fujio Fujiko—artist of *Doraeman*, *The Laughing Salesman* and *The Way of Manga*, as well as one of Japan's most prestigious artists—invites us to lunch. It's a fabulous opportunity to speak with this esteemed, gracious gentleman.

November 22: Wind-down time. Most of the group heads back to America. Mum goes shopping and I have dinner with Junco Ito, producer and agent for Buichi Terasawa, the artist of *Cobra* Fun stuff

November 23: Lunch with romance cartoonist Tomoco Tanaguchi. I get an earful of stories about Japanese cartoonists whose assistants do all the work and get none of the credit. Later, I head back to meet Junco for a tour of Buichi Terasawa's studio, but I become so lost in a huge train station, I never make it!

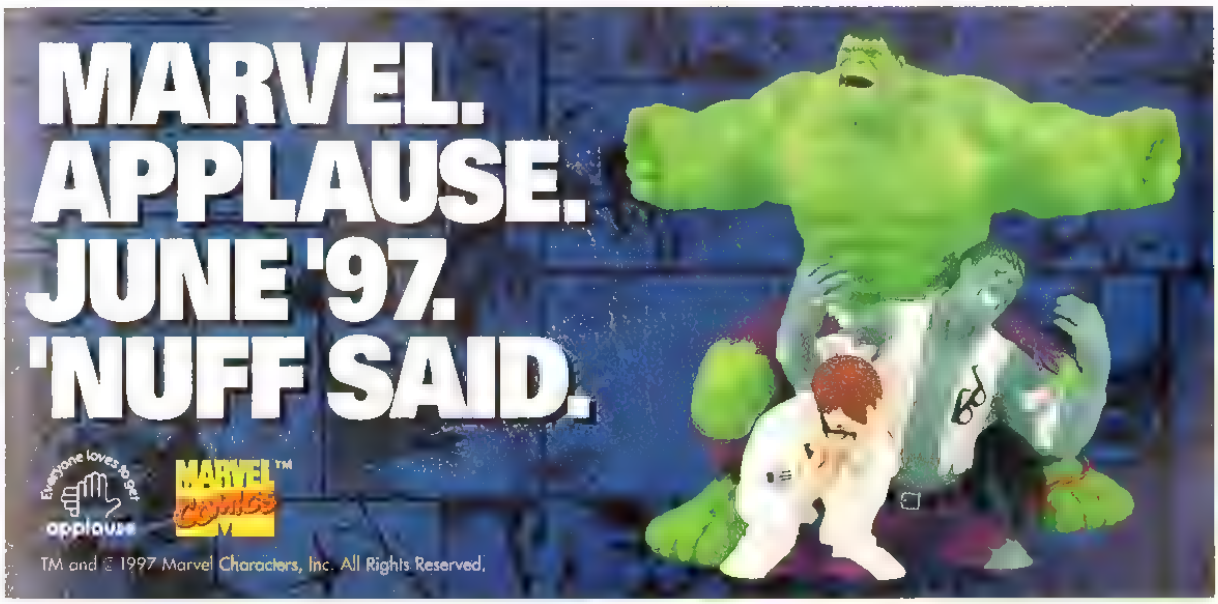
November 24: Shopping at comic stores. Comic specialty shops are actually scarce in Japan, since comics are so common in grocery stores, bookstores and even vending machines. Mom and I (finally!) have dinner with Junco Ito again and get more scoop on the Japanese comic industry.

Photo: Doran

A comic book vending machine!

November 25: Time to head back! The Tezuka Productions people say goodbye and it's home on another comfy flight. We get Godiva chocolates, but I drop one and it falls into my seat while I'm sleeping. When we arrive in New York, I wake up with a big brown stain on my butt. Lovely.

Colleen Doran is the creator of A Distant Soil, *published by Image Comics. And to her, Japan is quite distant! And made of soil! See the irony? Ah, never mind.*



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GETTING RID OF HAL JORDAN BREATHES NEW LIFE INTO 'GREEN LANTERN'

BY PAUL R. LEVITZ

YOU'D THINK HE GOT RID OF MICHAEL JORDAN.

"I was online recently," *Green Lantern* editor Kevin Dooley says, "and this kid said to me, 'What you did to Hal Jordan was horrible and I can only hope what happened to Hal will happen to you.' And I said, 'Oh, you mean I gain more popularity, become a more well-rounded character and then sacrifice my life to save the universe?' And he said, 'No, I just wish you would die.' "

Sheesh. It's not like Dooley published a comic book version of Jeffrey Dahmer's cookbook. But the DC Comics editor's decision to have Green Lantern (a.k.a. a gray-templed Jordan) go insane, try to destroy the universe, and be replaced with a hip, twentysomething slacker did ruffle a lot of fans' feathers.

Oh, and did we mention Dooley's move catapulted *Green Lantern* to the upper echelon of DC's books? According to Dooley, the book's sales skyrocketed 300 percent since Ron Marz took over the writing chores with *Green Lantern* #48

It's been more than three years since Kyle Rayner took over for Jordan in *Green Lantern* #50, and some fans are still stewing over Jordan's forced retirement. And when DC finally killed off Jordan in last year's *Final Night* crossover series, classic GL fans took it as another slap in the face.

MAJOR MAKE-OVERS always generate controversy, but the attention doesn't always translate into higher sales (just ask the Spider-Man editors who unsuccessfully replaced Peter Parker with a clone). So how did DC manage to take a beloved Silver Age superhero, replace him with a complete novice and score a big hit?

From appearances, not too carefully. In just the space of a three-issue story arc, *Green Lantern* #48-#50's Emerald Twilight," Jordan turned rogue and the ring was randomly plopped into Rayner's hand.

The title's sales had slumped so much that DC's powers that be demanded a major change and told Dooley, "The sky's the limit." Though Dooley wouldn't elaborate on his initial plans, he says they were actually rejected because they were considered too tame.

Enter Marz.

"Dooley called me late one night and said, 'Do you want to do this?' I thought, 'Wow, Green Lantern. Cool,' "Marz says. "And then the other shoe dropped. 'Oh, by the way, we're going to get rid of Hal and your responsibility is to come up with somebody else.' "

Marz, an up-and-coming writer at the time, was certainly hesitant about getting involved with such a major change.

"I felt flattered they offered me the book and I was quite interested," Marz says, "but I didn't give them an answer right away. A week went by before I was solid on the book."

Rookie penciler Darryl Banks, com-

As the new Green Lantern, Kyle Rayner (opposite) eventually won fans over, despite the criticism over the treatment of former GL, Hal Jordan (above)

Kyle Rayner was in the right place at the right time to receive the most powerful weapon in the universe

ing on board with the first part of "Emerald Twilight," was equally uneasy about redesigning Green Lantern.

"I had always wanted to [draw] *Green Lantern* for many years," Banks says. "As a kid, I even created rip-off Green Lantern characters. But when they said they were going to change things I thought, 'Aw, this is going to kill the book.' After a while, though, I started thinking if this does well, I'll be the guy who created the new vision of the Green Lantern."

THAT WAS A DUBIOUS DISTINCTION at first. DC was getting up to 200 letters a month when Rayner got the ring. Many fans screamed bloody murder when Jordan wiped out favorites like supporting character Kilowog and the evil Sinestro on his insane quest to amass enough power to resurrect Coast City, his hometown that was destroyed in *Green Lantern* #46. But it went beyond the mere deaths of two characters, as Jordan virtually wiped out the entire Green Lantern Corps. The Corps, made up of hundreds of Green Lanterns each in charge of protecting different sectors of the universe, had always been an important facet of the title. That all changed when Jordan stole the sole power source of all the Green Lanterns' rings, rendering the Corps powerless.

Marz concedes the change was rash, but argues it made sense considering the sudden destruction of Jordan's hometown. "In retrospect, I wish I had more issues to deal with Hal's descent into madness. We could have made it a lot more palatable and convincing to people. People would have been more accepting of [the change]," he says.

But Dooley wanted the emerald torch passed by issue #50.

It was one of those things where Jordan would go nuts after seeing Coast City obliterated. But in the issue following the Coast City disaster, Jordan teamed up with Green Arrow to save his buddy Pieface (a.k.a. Tom Kalmaku) in a rather routine adventure involving Hal's girlfriend Carol Ferris.

"[Coast City's destruction] didn't seem like such a wrenching experience," Marz says of the editorial *faux pas*. "He just went on and had a new adventure."

Dooley admits the Green Arrow team-up was awkward, given Coast City's obliteration the issue before. "Gerard Jones [Marz's predecessor] had already written that issue," Dooley says. "We had another direction planned, but when Ron Marz came on board, #47 was already done. [Unfortunately], the direction Gerard wanted to take the book [didn't mesh] with the way we wanted to go."

Simply replacing Jordan with Rayner wasn't enough, though. Dooley and Marz also did away with the ring's vulnerability to the color yellow as well as the Guardians of the Universe, an ancient race of aliens who created the Green Lantern Corps and administered the rings.

"The rings were such incredibly powerful devices the fact that there were 3,600 of them made everything ridiculous," Marz says. "You'd think 3,600 guys with the most powerful weapon in the universe could police everything." And now there's just Kyle Rayner, sole ring wielder and lone Green Lantern.

WHEN DOOLEY AND MARZ set about creating the new Green Lantern, they looked to the heyday of Stan Lee, Steve Ditko and John Romita Sr.'s run on Marvel Comics' Amazing Spider-Man in the 1960s and '70s. They wanted a Green Lantern fans could identify with.

The parallels between Spidey and Rayner are amazing, if not the least bit coincidental. Getting their powers amounted to being in the right place at the right time, both characters started out exceedingly cocky and their moment of truth came when a loved one died because of their new responsibility. In Spider-Man's case it was his Uncle Ben, and for Kyle it was his girlfriend Alex

"It was very, very intentional to pick up on the classic Stan Lee, Spider-Man feel," Dooley says. "We just didn't expect this kind of bad reaction to what we did with Hal because we felt it was a good story that was character motivated."

Marz decided to have Ganthet, the last Guardian, hand Rayner the ring in an alleyway just because he was the first person he came across. "That made it all the more magical that this could happen to you," Dooley says.

"We wanted someone new and fresh and who wasn't already attached to the DC Universe," Marz adds. "I was going for the Everyman thrust into a crazy situation. We were very conscious of showing him experiencing each new thing each step along the way.

"We might have erred on the side of being too careful of his newness and self-doubt," Marz admits. "We initially made Kyle arrogant and cocky and designed him to rub people the wrong way to a certain extent. Then when his girlfriend gets killed, it's like a bucket of cold water over the whole thing. He starts to understand the seriousness of the situation and takes the path of being a hero."

Banks, meanwhile, has become mostly responsible for the way the new Green Lantern looks. He designed the new GL cos-

tume Rayner wears, as well as Jordan's redesigned costume. Banks even came up with Parallax, the name for Jordan's new incarnation.

"For Kyle, I wanted something with a little Japanese influence," Banks says. His inspiration for the new Green Lantern mask came from the '70s version of Marvel's *X-Men* character Sunfire.

As for Parallax, Banks "wanted a knight kind of thing," which explains Jordan's newfound armor-plating. But why go to all the trouble of revamping Hal Jordan when he was on the outs anyway? Why not just kill him?

"If we had just had him die, well, that was something that was done before," Dooley says, adding plans were already in the works at the time to kill Oliver Queen as Green Arrow. "We'd killed Superman and Barry Allen [the Flash], so it'd been done."

Besides, Marz liked the idea of Jordan as a Machiavellian hero along the lines of Magneto.

"I always felt that the really good villains have to have some kind of humanity or flaw the readers can empathize with," Marz says. "Magneto does really awful stuff, but he firmly believes in the righteousness of what he's doing and to a certain extent it's understandable."

AS FOR THE FUTURE of *Green Lantern*, Dooley advises readers to stay tuned. The risk-takers aren't done shaking up the status quo.

"In issue #90 we're going to deal with why Kyle was in that alleyway [where he got the ring]," Dooley says. "It's a very poignant story. It involves [Kyle's girlfriend] Donna Troy meeting Kyle's mom and friends, and has undertones dealing with youthful alcoholism as well."

Dooley is tightlipped on specifics for the far future, but he promises a blockbuster.

"We have a story for issue #100. Boy, do we have a story for issue #100," he says. "We are going to continue bucking the system because the system equals the status quo, and the status quo is boring. We beat the odds because we truly care about the character and Green Lantern as a concept.

"A lot of the fans who dropped Green Lantern said they came back and kept reading because they liked the stories. Now it's just a young guy with a power ring trying to do his best. And isn't that what we're all trying to do—our best?"

Paul M. Anderson secretly has a Green Lantern ring of his own. He only uses it to score with the babes, though.

Editor Dooley says *Green Lantern* will "continue bucking the system"

JUMP START

Seein' as how Ron Marz and Darryl Banks overcame some pretty stacked odds by successfully shaking up the entire world of Green Lantern, *Wizard* thought it'd be neat to see how they'd revamp five other cool DC characters in need of a facelift.

HAWKMAN:

Marz would return to the character's original concept as an archeologist "imbued with the power of the Hawk gods. He'd almost risk losing himself in the power of this ancient force."

Banks would leave Hawkman's costume alone, reintroduce Hawkman's sidekick bird from the '60s and lobby for Hawkwoman's return.

RED TORNADO:

"I like the idea of a cyborg or a machine trying to be a hero," Marz says. "Not trying to be a man, but beyond that—trying to be a hero. That's a timeless concept."

Banks would go to the movie "Twister" for visual inspiration. "Part of his body could be emanating winds," he says, "like mists with more of an elemental feel."

FIRESTORM:

"I'd bring back the duality of two minds trying to control this heroic being," Marz says. "I always like that concept of the stodgy scientist and the young kid trying to do something together."

Banks would keep the original costume, but draw the character as an "elemental fire being."

BLUE DEVIL:

"I'd basically make him into a guy who takes care of occult and supernatural instances," Marz says. "I'd make him a dark, spooky character and lose all of that happy-go-lucky baggage."

Banks disagrees and likes the "more fun, animated feel" of the character's original concept.

DR. FATE:

"In the first page of the first issue, I'd have some guy put a bullet in [current Fate, Jared Stevens'] head and bring in a psychic team to draw Fate out of Stevens. The gold helmet guys would be part of a dark government cabal who wanted to use Dr. Fate, but [the helmet] gets away from them. I'd have the helmet bounce around for a few issues, pass through a few hands until it falls into the hands of Dr. Fate's new identity."

"I'd give him a look close to the Amalgam Comics' Dr. Strange/Fate," Banks says. "The helmet's the main thing. I really like that helmet a lot. ■ *PA*

A POWERFUL FOE. A YOUNG HERO.

BATMAN: BANE

BY CHUCK DIXON & RICK BURCHETT

A SEQUEL TO THE POWERFUL "LEGACY" STORYLINE.

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UAL SUSPECTS

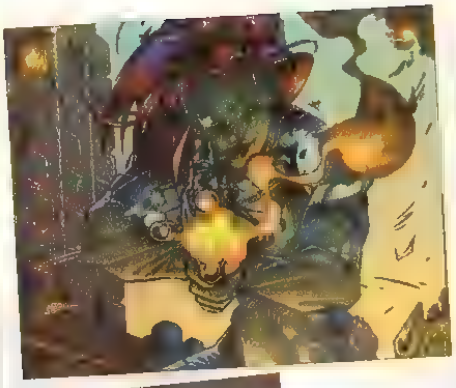
'WHO KILLED GRAYDON CREED?'

That's what we wanna know, and definitely what *you* wanna know. Ever since the front-running presidential candidate was reduced to ashes in *X-Factor* #130 last November, X-fans everywhere have been debating like crazy as to who the culprit is. And with good reason: Creed was on his way to the White House as his anti-mutant stance was extremely popular with the voting citizens of the Marvel Universe; his assassination has that voting public hot with anger, the masses believing Creed's death was at the hands of a deranged mutant.

Another interesting wrinkle: Creed's death isn't far off from what was prophesized in the classic "Days of Future Past" storyline (*Uncanny X-Men* #141-#142), where the death of a prominent anti-mutant political figure ignites a chain of events leading to a future ruled by the robotic, mutant-hunting Sentinels who either imprison Earth's mutants (and non-mutant superheroes) in concentration camps or exterminate them.

So Creed's death has major consequences. But who did it? And why? We've made the solution one step easier by listing 10 of our prime suspects in order of probability (lowest to highest) with an Agatha-Christie-like rundown on why they could've done the deed.

photo illustrated by Bernard Chang



MYSTIQUE

SUSPECT: Mystique
MOTIVE: Graydon Creed is her son (fathered by Sabretooth) and it's a known fact she ain't too proud of him. In fact, Mystique sees him as a threat to mutantkind—reason enough to bump him off. And she believes Creed sent some goons from the Friends of Humanity to attack a young mutant boy she was training in the use of his powers (*X-Factor* #127). Let's not forget, too—as a member of X-Factor sent to protect Creed, she was at the scene of the crime.

ODDS: 25-1. Even though Mystique was at the murder scene, she tried to *save* Creed's life. And hey—she's not stupid. She sees Creed's death as a bigger threat than his potential presidency. She knew the relationship between mutants and humans would explode if Creed died a martyr.

SUSPECT: Sabretooth
MOTIVE: Geez, this guy kills people for the hell of it, never mind a pain-in-the-ass son. Sabretooth would see Creed's murder as the correction of a past mistake. And let's not forget, as a member of X-Factor, Sabretooth was also at the murder scene

ODDS: 20-1 We all know Sabretooth had a restraining collar on. But let's get real: even if Sabretooth somehow devised a way to get the collar off, Graydon Creed would have been a big blood stain on the sidewalk instead of a pile of ash. A gun ain't Sabretooth's style. Besides, way back in *Sabretooth* #4, Sabretooth had Creed dead to rights, but said he wasn't worth killing. Why kill Creed now?

SABRETOOTH

SUSPECT: Mr. Sinister
MOTIVE: A master of genetic tinkering, Sinister's involvement might just be as simple as moving mutant evolution along. He sees the tension between the human (homo sapien) and mutant (homo superior) races rising on a global scale, and he might have seen Creed's death as an opportunity for mutants to reach their full potential. So far, Sinister hasn't wanted world conquest...but that doesn't mean he won't start now.

ODDS: 15-1. Though Sinister has gone the direct route before with the violent extermination of the Morlocks, this is hardly a move that suits his style. He's a lurk-in-the-shadows-type of manipulator who would never do something so public. Also, Sinister understands that Creed's death could well mean the destruction of mutantkind, bringing *him* down as well.

SUSPECT: Sebastian Shaw
MOTIVE: Shaw and his Inner Circle of the Hellfire Club have everything to gain from Creed's elimination. With the heightened anti-mutant hysteria, governments of the world will want to upgrade their protection against unruly mutants and that spells one word: Sentinels. Since Shaw's companies produce the mutant-hunters, he will gain wealth and power beyond his wildest imagination—not to mention influence on a global scale.

ODDS: 10-1. More Sentinels would certainly give Shaw the power he seeks, but ultimately, Sentinels mean the destruction of all mutants Since Shaw and his Inner Circle cronies are al mutants, there's no guarantee they would not be discovered and killed just like the rest

SUSPECT GROUP: The Upstarts
MOTIVE: Even though these killers haven't appeared together in over a year, it's not impossible to believe Creed's murder would be a triumphant comeback for them. These competitive killers run on a point system, where the one who gains a certain unnamed amount will win an unnamed "grand prize" given by the mysterious Gamesmaster, who manipulates these bozos to "win" points somehow. Even though Creed was an Upstart, The Gamesmaster might've grown tired of Creed and placed a price on his head, thus giving any one of the other Upstarts (Fenris, Shinobi Shaw, Trevor Fitzroy, Fabian Cortez and Siena Blaze) the edge in the contest for the prize. And what better way to gain an edge over your opponents than to eliminate a powerful competitor?

ODDS: 8-1. These kooks are crazy, but not *that* crazy. First of all, the remaining Upstarts are all mutants, and even they couldn't avoid a future full of Sentinels. Secondly, since Fitzroy is from the "Days of Future Past" timeline (albeit further in the future), he'd do anything in his power a) not to get stuck in that apocalypse, and b) to ensure his fellow competitors don't ignite that flame

MR. SINISTER

SEBASTIAN SHAW

UPSTARTS

HAVOK

SUSPECT: Havok

MOTIVE: Havok is no longer the hero he once was. He and his Brotherhood group promise to avenge all the mutants being killed or living in fear. Let's look at the facts, shall we? Creed was killed with an energy-based blast that left him in ashes; Havok's power is energy-based. More than a week before Creed's death, Havok and the Brotherhood attacked a jet airliner and proclaimed mutants were finally going to take a stand for themselves; knocking off Creed would be quite the statement. Oh, and let's not forget that as a former X-Factor member, he would have a tactical advantage over Creed's protectors because he is well versed in their positioning and manuevers.

ODDS: 6-1. Havok's group is an admitted reactive group, not proactive. So far, Creed was all talk. Havok was certainly planning for the headache of Creed's inevitable election, but wouldn't do anything till Creed made a move.

SUSPECT: Apocalypse

MOTIVE: Apocalypse's Darwinian motto is "Only the strong survive." If Apocalypse wanted to start a war between man and mutant, this would be the perfect way to fan the fires and find out who would be left standing. Killing a prominent public figure and blaming it on a mutant is a no-brainer war strategy: only the most powerful mutants would survive and the human race would most likely be left in ruins. It would be a perfect scenario for someone like Apocalypse to come in and proclaim himself absolute ruler, eh?

ODDS: 5-1. Much like Sinister, Apocalypse would understand the repercussions of Creed's death. It's also an iffy prospect with no certain outcome. Plus, this is all too subtle for Apocalypse. Remember, this is a guy who, a few years ago, tried to start the apocalypse by destroying Manhattan. And it's also too long-term in scope—Apocalypse demands instant solutions.

SUSPECT: Graydon Creed

MOTIVE: What better way to further spark anti-mutant sentiment than to make a martyr out of yourself? By faking his own death, Creed probably will do a better job of mutant condemnation than he would if he actually became president.

APOCALYPSE

ODDS: 4-1. Hmm, sounds like the ends definitely justify the means. But why would the power-mad, egomaniacal Creed want to take himself out

cont'd →

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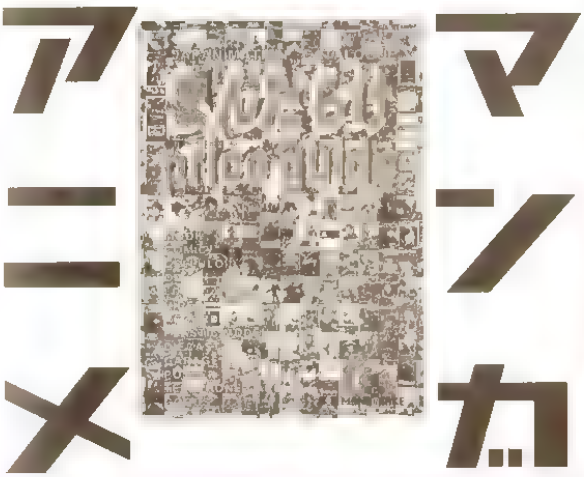

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He's Not Dead?!?

Now that we've gone through who we think killed Graydon Creed, we wanted to get the fans' take on the mystery. Since Creed's assassination in *X-Factor* #130, readers have been trying to determine who the culprit could be.

Using our Wizard World forum on America Online, we posted a poll listing 13 possible suspects and asked fans:

"Who Killed Graydon Creed?"

a) Bastion 20%
b) The Friends of Humanity 4%
c) Havok and the Brotherhood 14%
d) Iceman 2%
e) Jamie Maddrox, the Multiple Man 2%
f) Mr. Sinister 1%
g) Mystique 3%
h) Pyro 3%
i) Sabretooth 8%
j) Sebastian Shaw and the Hellfire Club 2%
k) Senator Robert Kelly 1%
l) The Upstarts 1%
m) Creed's not dead 37% ◄ !
n) Other 2%

"Graydon Creed faked his death to become a martyr to his cause," commented one fan. "[The] First rule of comics is if you don't see the body, he ain't dead."

Many fans seem to agree. "When was the last time Marvel killed someone and had them stay dead?" asked another fan.

But 63 percent of the fans believe Creed is dead and most pointed the finger at Bastion. "He probably offed Creed to further his goal of killing all mutants," said one fan. Other frontrunners were Havok ("Creed was killed by a plasma burst. Can we say...Havok?"), Sabretooth ("Sabretooth is a born killer and probably found a way out of that restraining collar to kill his son who's shamed him.") and the Friends of Humanity ("I bet the Friends of Humanity got word that Creed's parents were mutants, hunt[illegible] [illegible] hit[illegible]").

On[illegible] judging by the X-Men [illegible]' tendency to drag these types of storylines out, we probably won't know for a long time to come. ■ *Conrad Bain*

GRAYDON CREED

of the spotlight? Sure, he'd become a behind-the-scenes player...but it would never sit with Creed that he couldn't get recognition for his ultimate triumph. Plus, he was merely a pawn of Bastion (as seen in *Uncanny X-Men* #334) and followed orders implicitly. He was probably a poor slob who was oblivious to the martyrdom awaiting him.

SUSPECT GROUP: The Friends of Humanity

MOTIVE: This group hates mutants and wants 'em all dead. If they somehow found out their leader Graydon Creed had mutant parents—a secret he and Bastion have tried very hard to keep hidden—they would definitely feel betrayed. And it's information the FoH could've gotten: *Daily Bugle* reporter Nick Bandouveris uncovered Creed's mutant connection, and was killed by Bastion because of it. But if Bandouveris leaked this li'l tidbit to the Friends as insurance before he got aced, this organization would have no qualms about knocking off Creed.

ODDS: 5-2. Like Creed, the FoH are also pawns of Bastion and took orders from him. So if they pulled the trigger, the termination order would've come from only one man...

F.O.H.

SUSPECT: Bastion

MOTIVE: The main goal of Bastion, through his Operation: Zero Tolerance international strike force, is the extermination of all mutant life—can't get much more of a motive than that. With the general population of the Marvel Universe still mourning the loss of its heroes after the "Onslaught" storyline last summer, assassinating a very popular presidential candidate would be the perfect way to push the human race into his way of thinking: the only good mutants are dead mutants. Making Creed a martyr would only help Bastion's cause. Not only would this make it easier and more acceptable to capture and eliminate all mutants, but the additional funding and power granted to Operation: Zero Tolerance would make Bastion even more powerful than he is now.

ODDS: 2-1. The only thing better than Creed making a faux martyr of himself is for Bastion to have a real (and very dead) martyr to his cause. And Bastion *did* kill that reporter with an energy blast similiar to the one that disintegrated Creed.

Oh, and look at this guy closely: his pinkish skin tone kinda looks like Nimrod, the futuristic Super-Sentinel whose programming dictates the death of all mutants. Sure, Nimrod was seemingly destroyed when he went through the Siege Perilous (in *Uncanny X-Men* #247), but if Rogue survived a trip through the Siege, why not him? Plus, he merged with *another* Sentinel killer (Master Mold) while doing so, gaining sentience in the process. We're betting he IS a Nimrod-esque Sentinel, if not a Nimrod/Master Mold amalgam.

So...book 'im, Danno—he's our guy. W

The Wizard Staff killed Graydon Creed. There. We said it. Whewwww, man it feels good to get that monkey off our backs

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Batman Lite

WILL AUDIENCES EMBRACE NEW FACES AND A LIGHTER TONE IN THE FOURTH BAT-FILM?

By Rob Allstetter

All photos by Christine Loss

INSIDE A DOME IN LONG BEACH, CALIF., the Batcave—five months in the making—glistens, lights splashing over its metallic features and gigantic stalactites.

The set of "Batman & Robin" is heavily guarded, after earlier security breaches by paparazzi desperate for the first glimpses of one of the year's most-anticipated films.

The crew—and many of the more than 100 guests on the set this January afternoon—circle the left side of the cave, out of camera's way, to watch George Clooney's Bruce Wayne and Chris O'Donnell's Dick Grayson run through a scene.

They extend their necks to hear every word as Clooney addresses the subject of trust with his partner in crimefighting. Director Joel Schumacher cuts the scene—"That was great, George. Let's do another."—and, after one last take, announces over an address system that this has been the final scene between Clooney and O'Donnell

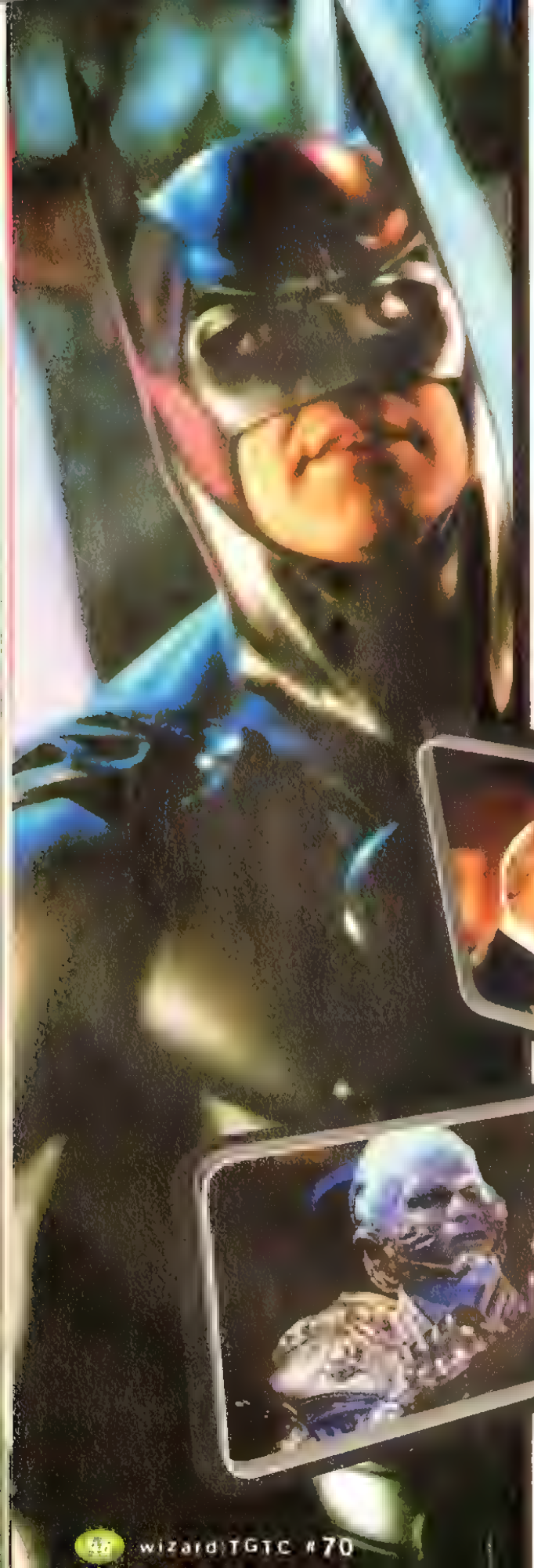
Applause breaks out. A standing ovation.

"Friday, we shoot day No. 1 of 'Batman 5,' " Schumacher then cracks, drawing roars of laughter. "George and Chris should be in makeup at 4 a.m."

QUIPS ASIDE, less than a month later reports are already flying in from Hollywood about Schumacher's involvement in a fifth Bat-flick. Warner Bros. seems confident that the director, who steered the franchise back into blockbuster waters two years ago with "Batman Forever," has another hit looming this summer. Facing a stellar cast—which also includes action-movie legend Arnold Schwarzenegger as Mr. Freeze, tall and tempting Uma Thurman as Poison Ivy and teen diva Alicia Silverstone as Batgirl—other studios, leery of the film's power, are leaving the much-desired June 20 premiere date all alone to "Batman & Robin," almost guaranteeing a huge opening.

But what of this fourth installment, which has to follow in the footsteps of the top-grossing film of 1995? Even with a star-studded cast and the power of the "Batman" franchise behind it, questions swirl around the film Questions such as:

With a third new Batman in four films, is Batman interchangeable? Will the media monster that is Schwarzenegger freeze out rookie Batman Clooney's clout? Will audiences accustomed to the dark elements in the previous films embrace a bouncier tone (critics seeing the trailers have nicknamed the project "Batman Lite")? Will moviegoers come down with a case of "sequelitis" and tire of "Batman"? *Wizard* tracked down the answers



Will the public embrace a new actor playing Batman?

With Clooney's heartthrob reputation built from the top-rated television series "ER," there's no recognition problem. However, the right man is still important, and Clooney's been so-so at the box office with his previous films, such as "From Dusk Till Dawn" and "One Fine Day." Schumacher, though, was ecstatic to get Clooney, and his very vocal support of the actor has not been due to the reported troubles he had with former Batman Val Kilmer.

"George is the most humane, the most accessible Batman—less of the dark, brooding, damaged Batman," Schumacher says.

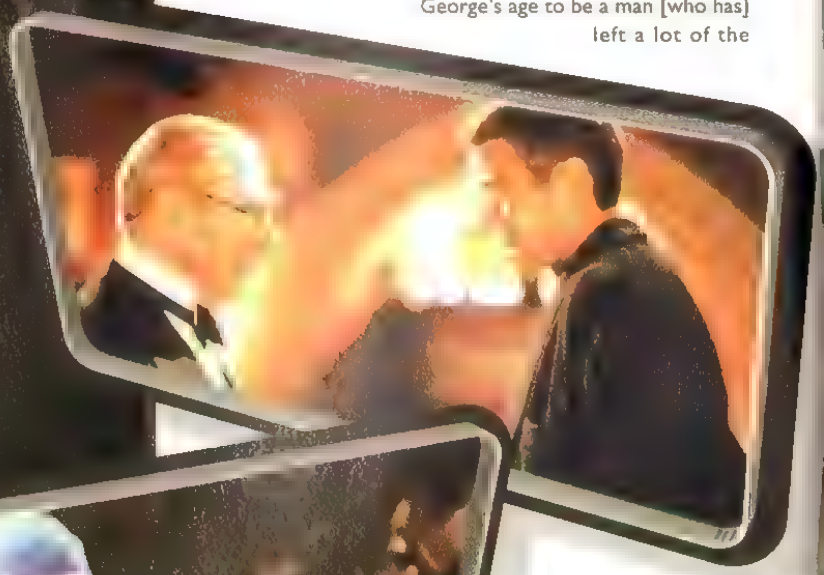
"He's brought more heart to Batman," adds producer Peter Macgregor-Scott. "He has his dark moments, there's no question about that, but he's not as dark as the previous two Batmen."

Clooney says he has deliberately lightened his approach to the character

"We tried to get some of the moodiness out," the actor says. "We've seen his parents are dead. [People] don't want to hear about something that happened 34 years ago, you know, when your parents were killed. Because you've got a nice house, and you get to go out with all the beautiful women, and have all the cool toys.

"So I think that element is kind of gone. It's also easier to be the third Batman, I think, than Val had it being the second. Because now we've established that I'm quite easily replaced."

Adds Schumacher: "He's older than Val. A lot of Val's struggle in 'Batman Forever'—which I think he did great—[was that] he still had a lot of the vestiges of the child and the teenager. For most of us, in the modern world, we expect somebody George's age to be a man [who has] left a lot of the



Clooney gets his nose squished in the Batsuit (far left), a hush-hush story arc explores the Alfred/Bruce relationship (above) and Schwarzenegger steals the show as the villainous Mr. Freeze

"If you had to really wear this thing, everybody would kick the hell out of you."

—GEORGE CLOONEY ON THE BATSUIT

childhood traumas behind him and is much more concerned with life today."

Life today is an amazing juggling act for Clooney, who works on "Batman & Robin" Friday through Sunday and as Dr. Doug Ross on "ER" the rest of the week. And then there's the Batman suit..

"It's awful," Clooney says. "It's this hard rubber, but it's about 50 pounds. And the hardest part is that your ears are covered, and your eyes, and your nose is plugged up. I think the most I keep it on is about 15 minutes. And then you're out of it. And you're just soaking wet.

"It's just really heavy, and really hard to wear. And you can't move. It's so funny—if you had to really wear this thing, everybody would kick the hell out of you."

Will Schwarzenegger—he of the $25-million pricetag and massive screen presence—dominate the film and overshadow Clooney?

"Yeah, I'll be overshadowed," Clooney admits "That's part of the gig That's the way it works. Batman isn't the most interesting character in the Batman projects."

Since Jack Nicholson's Joker in the first film, the Bat-villains have stolen the spotlight. And the actors playing the bad guys have been among the most recognizable screen names—Jack Nicholson, Danny DeVito, Michelle Pfeiffer, Tommy Lee Jones and Jim Carrey.

"They're going to call [the film] 'Batman and Arnold,' " laughs Schwarzenegger.

Mr. Freeze is easily the most powerful of the villains Batman has faced in the series, setting up a climactic battle at the Gotham City Observatory.

"Mr. Freeze is a very entertaining kind of a character, because he's always running around trying to freeze everything," Schwarzenegger says. "Freeze Gotham, freeze the world, and tear Batman's heart out and see his heart freeze slowly in your hand. It's this total madness, continuously, all because he thinks that Batman killed his wife."

Freeze is abetted by Thurman's Poison Ivy, who adds to the film's enormous sex appeal—the film also includes Elle Macpherson as Bruce Wayne's fiancée, model Vendela Thomassen and Vivica A. Fox ("Independence Day")—and plants devious thoughts in our heroes.

"She is delicious as Poison Ivy; very wicked and very funny and amazingly beautiful," Schumacher says.

And, providing one of the coolest parts of the trailer is Bane, the Venom-pumped bodyguard of Poison Ivy, who literally lifts up the Bat-signal. Bane is played by former professional wrestler Jeep Swenson, who even makes Schwarzenegger look small.

"He's got 28½-inch biceps," Schumacher marvels. "Bane is incredible."

After a trailer that many hardcore Bat-fans railed against on the Internet as being campy, has the series moved from the Dark Knight to Schumacher's "Batman Lite"?

"This is definitely not Frank Miller's view of Batman—not at all," Schumacher says. "But none of [the films] have been. Frank Miller's [*The Dark Knight Returns*] story is really a Clint Eastwood kind of character.

"You go to the comic book store, you'll see at least a dozen versions of Batman—from the darkest, darkest gothic vampire Batman to whatever is the most humorous one that month.

"We have so many audiences to serve with a Batman film."

The thinking is an action-adventure style movie will probably appeal to most of those audiences; hence that slant in this installment.

"One of the key things we learned with 'Batman Forever'—with whatever mistakes we had made—[was that] some of the things we did achieve were the humor and the action," Schumacher says. "That's why

The sexy Uma Thurman as Poison Ivy (far left) headlines a sizable supporting cast that includes Alicia Silverstone (middle, between O'Donnell and Clooney) as Batgirl and former pro wrestler Jeep Swenson as Ivy's bodyguard Bane (below with Thurman)

Howard Stern as Scarecrow?

[illegible] and already, the buzz has started on a fifth Batman film.

[illegible] ment.

George Clooney and Chris O'Donnell will likely return as Batman and Robin.

[illegible] Batman films."

The yet untitled film is tentatively scheduled for a 1999 release. ■ *WI*

I asked Arnold to be Mr. Freeze, because I thought we could do a real action side of the movie, so that Batman and Robin could do what they do in the comic books. We have real action, and Arnold is such a formidable foe.

"Because I knew Poison Ivy was going be the other villain and because she's a seductress—a lover, not a fighter—I knew that would be sexy and funny and evil. But we'd give all the guys their action movie at the same time."

Inside sources indicate there are serious, character-driven sides and emotional moments to the film, too, including a hush-hush plot arc that involves the Bruce/Alfred relationship, as well as the introduction of Barbara Wilson, Alfred's ward, who becomes Batgirl (played by Silverstone) in the third act.

"I hope we've nailed it. There are so many different elements to it," Schumacher says. "There's a very intense story between Alfred and Bruce Wayne, and there's a lot of conflict between Batman and Robin."

But O'Donnell insists this film hasn't strayed too far from the successful Bat-premise.

"I think maybe [this one] is a little more upbeat," he says. "But it hasn't changed that much."

And, finally, can Batman again prevail over sequelitis?

The philosophy seems to be to take what has worked in the previous Batman films and push it even more. Bigger will be better.

"It's bigger than 'Batman Forever,' " Schumacher promises. "We are very ambitious."

"The thing was not to make it the same, but to make it fresh," says Macgregor-Scott. "The visual effects world has grown a great deal, even in the last two years. We're able to do so much more—things that were not possible before, or things that were possible, but the quality now is increased."

Even Batman himself is struck by the sheer magnitude of the film.

"It's twice as big as the last one," Clooney says. "I said to Joel Schumacher the other day—we're on the set, and it's the biggest set I've ever seen in my life—I said, 'I'm intimidated by this damn thing.' And he goes, 'So am I. I've never seen anything this large in my life.' " W

Rob Allstetter, Wizard's regular "Trailer Park" columnist, is neither a lover nor a fighter, but he makes do. Additional reporting by Jenny Peters.

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MARVEL'S 'FLASHBACK MONTH' SPOTLIGHTS YOUR FAVORITE HEROES BEFORE THEY DONNED THEIR TIGHTS

Say goodbye to the X-Men and wave adios to Spider-Man. Marvel Comics is ditching its superheroes this May in a month-long "Flashback" event. And Marvel Editor-in-Chief Bob Harras couldn't be happier.

"How do you do a Spider-Man story without Spider-Man?" he asks laughingly. "It's a good question."

The high concept behind "Flashback Month," according to Harras, "is going back in time to just before *Fantastic Four* #1, just before the start of the Marvel Universe. We see what our characters were doing before they were heroes and see what made them who they are today."

Practically all the Marvel Universe titles will flash back in May, with self-contained untold tales of the Marvel Universe numbered #-1. New titles like *Ka-Zar* and *Thunderbolts* won't have #-1 flashbacks, but will join in the fun with special "Flashback" one-shots in addition to their regular issues. The "Heroes Reborn" titles and mini-series currently in progress will not be affected.

Besides retro stories, all "Flashback" titles will sport an old-time look. The upper-left corner box and Comics Code Authority stamp on the "Flashback" comic covers will be greatly enlarged, harkening back to Marvel's '60s look, when establishing its brand name (and gaining Code approval) was much more important than it is today. Book logos will also be a blast from the past, as current Marvel tiles active in the '60s will carry their '60s logos. Newer titles will showcase new '60s-style logos for the event and it all adds up to what Harras hopes will be a bit of fun for readers.

"I like to have some lighthearted stuff as a kick-off to summer," Harras says. "[*X-Men* writer] Scott Lobdell came up with the original 'Flashback' idea as an X-Men crossover, but when we took it into an editorial meeting everyone said, 'Why make it X-specific? Let's expand it and have some fun across the whole Marvel Universe.'"

The fun factor will be increased by the man who co-founded the Marvel Universe: Stan Lee. "Stan appears in all 'Flashbacks' as a cartoony narrator," Harras says. "It's an outgrowth of the Stan Lee narration we had in *Generation X* #17, which went over very well. He's writing all his own dialogue and he's very pumped up about it.

"This whole month," continues Harras, "shows that the Marvel Universe has always been a fascinating place, even before there were heroes in it."

Here's what readers can expect to see when they're sent back in time this May....

Uncanny X-Men #-1
Scott Lobdell
Joe Madureira and Tim Townsend

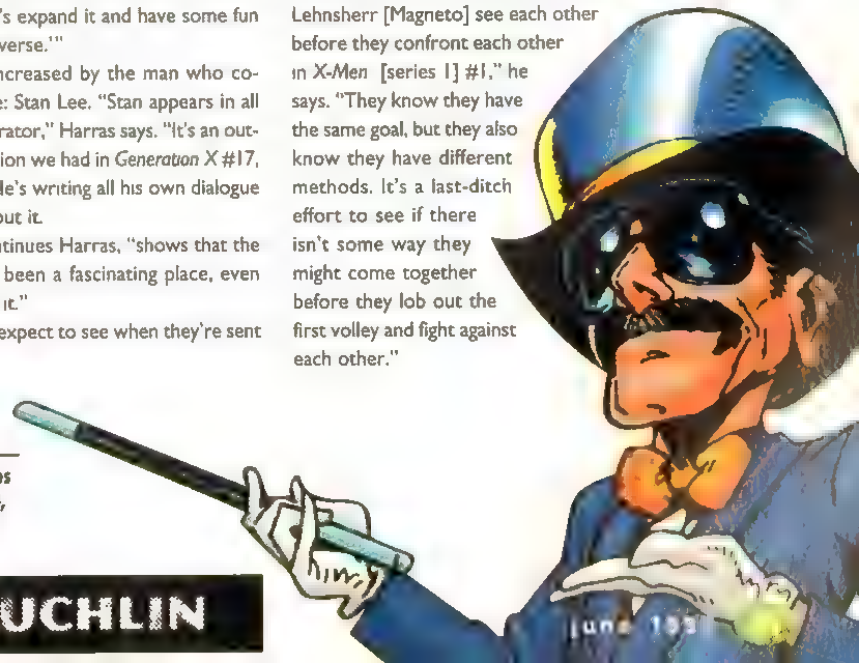
"It's a buried story from the past, but that's not to say it's unimportant. In fact, it's incredibly important," writer Scott Lobdell says. *Uncanny X-Men* #-1 deals with both the origin of Bastion (who's currently wreaking havoc throughout the mutant titles) and the falling-out between Rachel Summers (Phoenix) and Sanctity, who was prominently featured in *X-Men: Askani'Son*. If you're not in the know, the Askani is a sisterhood of the future whose members try to carry on the teachings of Charles Xavier while battling villains in a world ruled by Apocalypse.

"Sanctity comes to the past for the purpose of doing major harm to Bolivar Trask, the man who created the Sentinels," Lobdell says. "But she really has an even more devious plan in mind." Merely traveling back in time sets Sanctity against Rachel, who's the Mother Askani. "Sanctity has taken the Askani teachings and turned them on their ear," Lobdell explains. "Messing with the timestream is breaking a major rule. But what Sanctity has in mind, once she gets to the past, is even worse."

X-Men #-1
Scott Lobdell
Carlos Pacheco and Art Thibert

"It's an extremely heavy story," says Scott Lobdell, the book's writer. "It might be the heaviest 'Flashback' going this month."

X-Men #-1 revolves around two good friends about to become bitter rivals. "It's the last time Charles Xavier and Erik Lehnsherr [Magneto] see each other before they confront each other in *X-Men* [series 1] #1," he says. "They know they have the same goal, but they also know they have different methods. It's a last-ditch effort to see if there isn't some way they might come together before they lob out the first volley and fight against each other."



Marvel legend Stan Lee introduces each "Flashback" issue (at right), while Magneto makes a fateful choice in *X-Men* #-1 (opp.)

BY JIM MCLAUCHLIN

The issue also puts into play events that turn Lehnsherr, once and for all, into Magneto. Says Lobdell, "It's going to fill in a lot of spaces for *X-Men* readers."

Wolverine #-1
Larry Hama
Cary Nord

"I'm going to look at a few of the little things in Wolverine's character," Wolverine writer Larry Hama says, "some [of Wolverine's] attributes and how he came by them." Hama promises to explain Wolverine's ever-present cowboy hat, his affection for cigars and how he came by the nickname "Canucklehead." Hama also promises guest stars a-plenty. "Nick Fury will be appearing, as will Carol Danvers. We all know they've got some history with Wolverine." Ben Grimm, before he became the Fantastic Four's Thing, also appears.

But how much light will this story shed on the shrouded mystery of Wolvie's past? Not much, says Hama. "His memories are already pretty scrambled at this point. We'll add some color to his origins, but we're not going to dispel the mystery."

Generation X #-1
James Robinson
Chris Bachalo

"Oh, it's a challenge," writer James Robinson says with just a tinge of sarcasm in his voice. "What would you do with a cast of characters that would be five years old in this case?" The answer is simple: Take a look at someone older

So while the teens of *Generation X* take a break for the month, we are treated to a story about their teachers. In the issue, Sean Cassidy (a.k.a. Banshee), is a New York City police detective. We see his confrontation with a very young Emma Frost, the woman who will one day become the White Queen. "Emma learns a secret about Sean that she still keeps to this day," Robinson hints. "And we get the surprise appearance of somebody we don't think was even present in this time period. Oh, but he was."

Peter Parker and his Uncle Ben have a heart-to-heart amid classic Marvel monsters (shown here and opposite, below)

X-Man #-1
Terry Kavanagh
Roger Cruz and Bud LaRosa

"Stan Lee is narrating," says *X-Man* writer Terry Kavanagh, "but I'm taking the approach that this is a glance into a corner of the Marvel Universe that even Stan's afraid to venture into." Kavanagh will be showing readers of *X-Man* #-1 a snapshot of Nate Grey's daily life in the Age of Apocalypse, the alternate reality where X-Man was genetically engineered by Mr. Sinister.

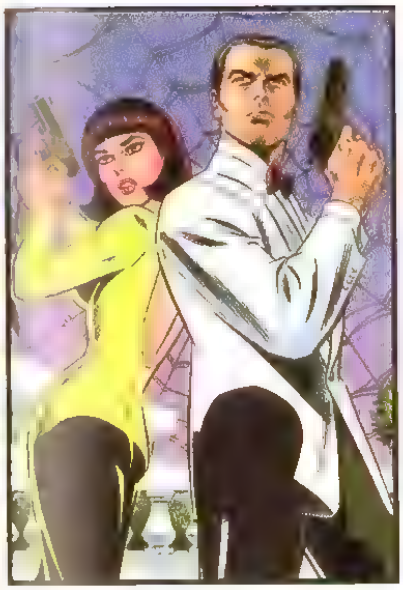
"Nate ventures out of Sinister's lab for the first time, and it's a bit daunting for him since he's only six years old." Still, Kavanagh says, "the story is as much about Sinister as it is about Nate. He's just realizing as Nate escapes his lab that he's created the ultimate mutant. Even Sinister doesn't know what the ramifications of his creation will be."

Amazing Spider-Man #-1
Tom DeFalco
Joe Bennett and Bud LaRosa

"All the stuff we show you here will have repercussions," guarantees *Amazing* scribe Tom DeFalco. "And it all revolves around the Kingpin."

While Wilson Fisk (the Kingpin of Crime) works his way up the underworld ladder, Daily Bugle columnist and current *Amazing* supporting character Jay Conover reports on it. There are cameo appearances by *Marvels*' Phil Sheldon and other Marvel residents. As for the pre-pubescent Peter Parker, he's doing what most 12-year-olds do best.

"Peter finds a stash of his Uncle Ben's



See Peter Parker's parents as spies in *Untold Tales of Spider-Man #-1*

old Golden Age comics and reads them, fantasizing about what it would be like to have superpowers," DeFalco explains. "He thinks it would be great to have powers and fight crime, but we all know that there are some dangers involved with that kind of wish fulfillment."

Peter Parker, Spider-Man #-1
Howard Mackie
John Romita Jr. and Scott Hanna

"At first, I was skeptical about doing a Spider-Man story without Spider-Man," says writer Howard Mackie. "But once I started it, I had an unbelievably great time."

Mackie says young Peter Parker takes a back seat as *Peter Parker, Spider-Man #-1* focuses on the book's supporting cast. "We look at Arthur Stacy, who is a private investigator currently appearing in Peter Parker. In the old days, he was working corporate security for Osborn Industries." At the time, Osborn Industries was headed by Norman Osborn, the man who would one day become the original Green Goblin. "It gives insight as to what Arthur's doing now in the title, and we get to see Norman Osborn's early experiments in taking the Goblin Formula," Mackie says. "There's a lot of really twisted stuff involving Osborn. You see just how evil he was, even before he was the Goblin."

Sensational Spider-Man #-1
Todd DeZago
Mike Wieringo and Richard Case

"I admit it. Mike Wieringo and I were really frustrated over this one," *Sensational* writer Todd DeZago says. The plan was to shed a little light on one of Marvel's most pivotal, yet least-seen characters, Peter Parker's Uncle Ben. The creators had Ben and a 12-year-old Peter going fishing for a little man-to-man chat, but beyond that...nothing sprung to mind. "Then it hit me," DeZago says, "I started to think about the times and what was big then. The big thing Marvel was doing was monster comics."

So instead of reeling in trout and bass, Peter and Ben hook Gigantus, the Monster Who Walked Like a Man and Groot, the Monster from Planet X. "Just thinking about what these monsters would look like under Mike's pencil and his weird view got me excited," DeZago adds. "And wait till you see the double-twist ending."

Spectacular Spider-Man #-1
J.M. DeMatteis
Luke Ross and Dan Green

"It explains essentially how [Flash Thompson] came to be the jerk he is today," writer J.M. DeMatteis says.

"It goes into the past to examine Flash's relationship with his alcoholic father," DeMatteis continues, "and it ties directly to Flash's alcoholism today. It's the mirror of what's happening to him in the current story."

Flash started out as the original Marvel jerk, bullying and demeaning young Peter Parker throughout high school. But, DeMatteis says, "Stories like this are important to add depth. We all knew that Flash was terrible as a youngster, but we never knew why. I think by the time people read this, they'll actually be feeling some sympathy for him."

Daredevil #-1
Joe Kelly
Gene Colan

It's time for a flashback we all can remember: The first day of school.

Matt Murdock, the man who will become Daredevil, is dropped off at college by his father, Battlin' Jack Murdock. "It's one of the more human-heavy stories I've written," says writer Joe Kelly. "Jack's always wanted the best for his son, but he's a bit out of his element here. He's a boxer, a real Hell's Kitchen guy. He's not very comfortable in a college environment."

The parting of father and son not only makes for a moment, but adds some character depth as well. "It adds a dimension to Jack, who's always been portrayed so tough," Kelly adds. "In the end, we see that old Battlin' Jack actually has a very hard time letting go of his son."

The Incredible Hulk #-1
Peter David
Adam Kubert and Mark Farmer

Peter David, who's had a fair amount of experience writing for

FLASHBACK FLASHES

Here's a rundown of the rest of the Marvel "#-1" issues comin' at ya in May.

ALPHA FLIGHT: IN THE BEGINNING...

In this "Flashback" special, James Hudson [illegible] on constructing Weapon Alpha's high-tech combat suit. We see the behind-the-[illegible] building Canada's superteam.

CABLE

It's the pre-X-Men days as Cable arrives in the 20th century for the real first time and meets up with—who else?—Professor Charles Xavier.

DEADPOOL

Before he was the deadly psycho assassin, he was Wade Wilson, the [illegible] psycho. Find out [illegible] into an assassin and [illegible] got...uh, altered.

ELEKTRA

A young Elektra meets Stick, the [illegible] for both her and [illegible] for the very first time.

EXCALIBUR

Before Excalibur and before the X-Men, [illegible] Kurt Wagner, trapeze artist, follow the traveling circus for [illegible] of the [illegible] early days.

GHOST RIDER

Learn the secrets of both Ghost Riders—Johnny Blaze and Danny Ketch—and find out why becoming the Spirit of Vengeance is a family tradition.

JOURNEY INTO MYSTERY

Allfather Odin confronts Seth, the serpent-god [illegible] for the very first time. [illegible] readers get a pre-Thor look at Dr. Don Blake.

SILVER SURFER

Think the Surfer first appeared on Earth in *Fantastic Four* #48? Think again. This issue shows us Surfy's very first Earthly contact.

UNTOLD TALES OF SPIDER-MAN

The retro-Spider title gets even more retro as Roger Stern and John Romita Sr. bring us a tale of Peter Parker's S.H.I.E.L.D.-agent parents. Plus, cartoonist Fred Hembeck does a humorous "L'il Petey" back-up strip.

VENOM: SEED OF DARKNESS (at right)

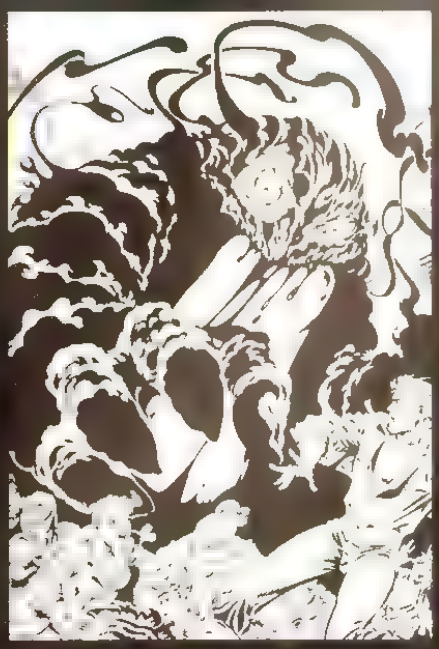
This "Flashback" one-shot tells a deep, undercover tale of Eddie Brock, the hard-luck investigative reporter who later became Venom.

X-FACTOR

Find out what happened to Havok the first time his mutant powers manifested and how it made him into the...uh...overly aggressive man he is today.

X-FORCE

In a time before X-Force even existed, learn all about John Proudstar, the former X-Man known as Thunderbird and big-brother of X-Force's Warpath. ■/M



movies and TV, takes a dramatic approach to the Hulk's tale. "The story features Stan Lee as the leader of an acting troupe," David says, "and the actors, while never named, look a heck of a lot like the artists and editors of the book."

While the creators set up the stage, David emphasizes the familiar *Hulk* characters are still the stars. "This issue focuses on Bruce Banner's relationship with his father and answers questions that have been floating around for years. We know that Bruce's father is dead, but we've never known the circumstances."

Ka-Zar: Sibling Rivalries

Mark Waid and Todd DeZago

John Cassidy

Sibling Rivalry gets to the bottom of why Parnival the Plunderer hates Ka-Zar so much and wants revenge against him at all costs. "It's a parallel story," explains co-writer Todd DeZago. "The story bounces between Ka-Zar in the Savage Land and New York City, where his brother Parnival is." The story deals with how the loss of the boys' father affected them. "Both are teenagers in this story, and the death of their father is quite hurtful. There are lessons they learn in this issue, but seeing as how they're so different from each other, they take them to heart differently."

Thunderbolts: Distant Rumblings

Kurt Busiek

Steve Epting

"*Distant Rumblings* is a series of vignettes," writer Kurt Busiek says, "tied together by showing what pointed these characters on the path they're on today."

The idea behind *Thunderbolts* is the team is really a group of villains masquerading as heroes. Here, Busiek gets his chance to explain the largely unexplored background of half-a-dozen baddies. "The great thing," he says, "is that nobody ever examines villains like they do heroes. Look at the Beetle, or Mach-1, as he's now called. No one's ever got into his motivation. We've all assumed he's just plain bad. Well, I think no one's plain."

In Adventures of McLauchlin-Man *#-1, we flash back to Young Jim as he refuses to go to Catholic school and gets beat up by neighborhood thug Roochie Dudak.*

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Wizard *casts the* 'Age of Apocalypse' *movie!*

Casting Call

By a bunch of Wizard staffers

All photos by the Everett Collection, unless otherwise noted.

What if the X-Men's founder was murdered before he could create his team of mutants?

That was the premise of the X-titles' "Age of Apocalypse" storyline, where Professor Charles Xavier was killed back in the 1940s, creating a completely different scenario in the present. Here, the evil Apocalypse has taken control of the Earth and mutants are used for his vile experiments. Fighting him is a band of rebels called the X-Men (founded instead by Magneto).

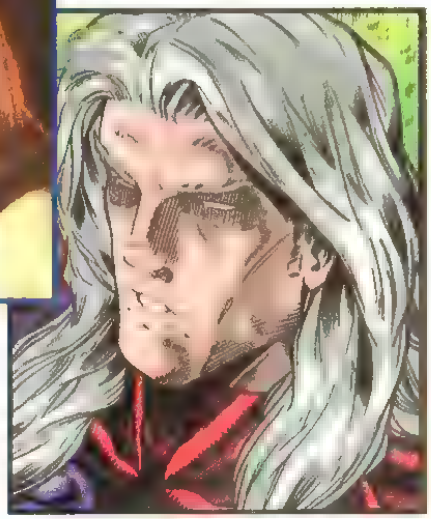
It ain't pretty, but it would make a fantastic movie. Hey, it's worked for other time-travel, apocalyptic-future movies like "The Terminator" and "12 Monkeys." And, like those flicks, all this film needs is actors that can pull it off. Read on to see who we'd choose...

WEAPON X

Weapon X, the one-handed fighting machine, has to be played by Robert De Niro. In "Cape Fear," De Niro proved his 5-foot-something body could kick anyone's ass.

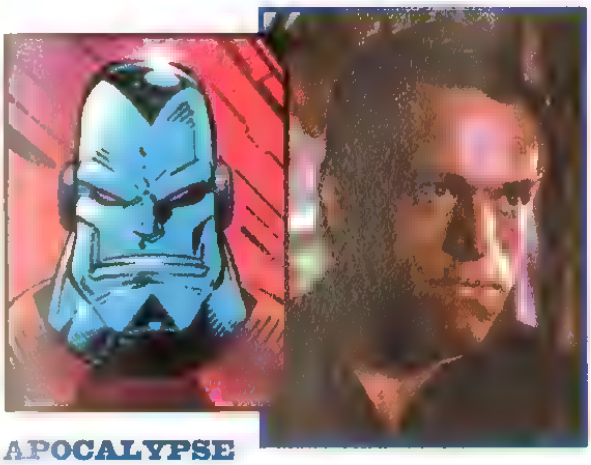
MAGNETO

The stoic hero in a billion movies, Christopher Lambert ("Mortal Kombat," "Highlander") has plenty of experience to know just how Magneto should act.



ROGUE

Courteney Cox ("Friends") has what it takes to play Magneto's powerful wife. She's definitely got the looks (including beautiful big eyes) and the self-assured demeanor; all she needs is that southern drawl and that white streak in her hair.

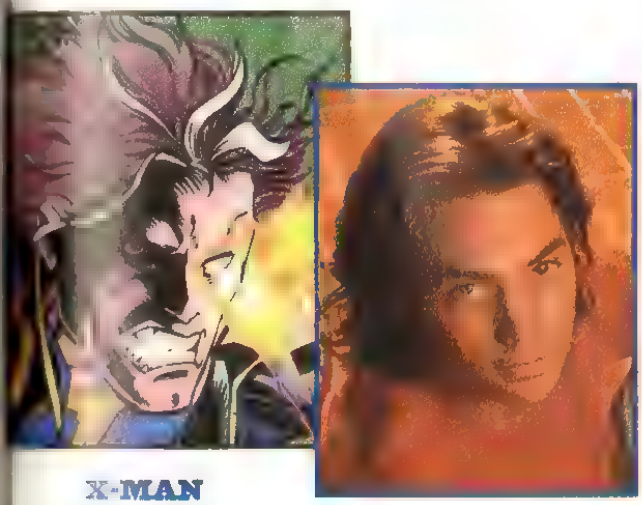


APOCALYPSE

Brian Thompson has the face of an evil megalomaniac and is used to portraying unstoppable bad guys (like on "The X-Files" and "Lionheart"), so he's our pick for Apocalypse.

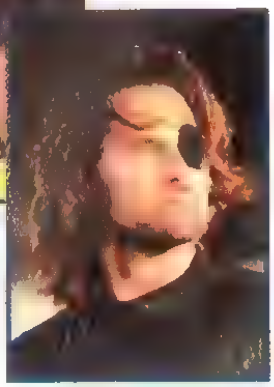
GAMBIT

Gambit, the unpredictable Cajun rebel, needs to be played by a rugged actor. Dermot Mulroney ("Young Guns," "The Trigger Effect") fits the bill.



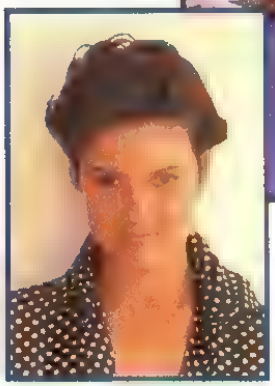
X-MAN

For X-Man, the telekinetic kid whom everyone was trying to kill, we chose Barry Watson ("7th Heaven"). All he's gotta do is act angry and confused, and he'd have the part down pat.



CYCLOPS

He's handled tough-guy roles before (like in "Escape from L.A." and "Big Trouble in Little China"), so we thought Kurt Russell would make a super Cyclops.

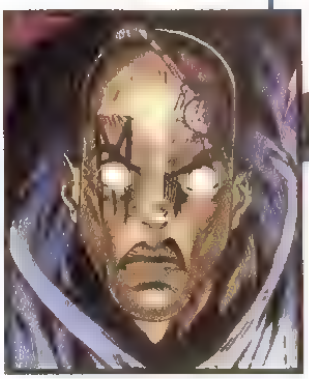


JEAN GREY

Carey Lowell ("Law & Order") is plenty athletic to portray the short-haired Jean Grey. And her strong acting skills would keep her from being upstaged by De Niro as her partner, Weapon X.

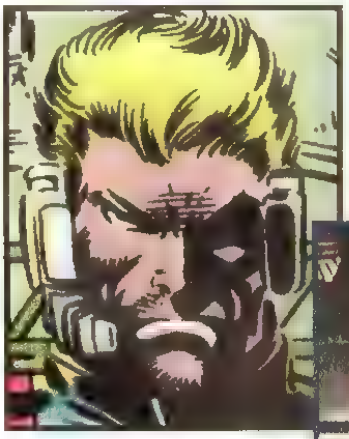
BISHOP

Ving Rhames ("Mission: Impossible," "Pulp Fiction") is Bishop. He's mean. He's tough. And all he needs is an "M" over his eye and a big gun.



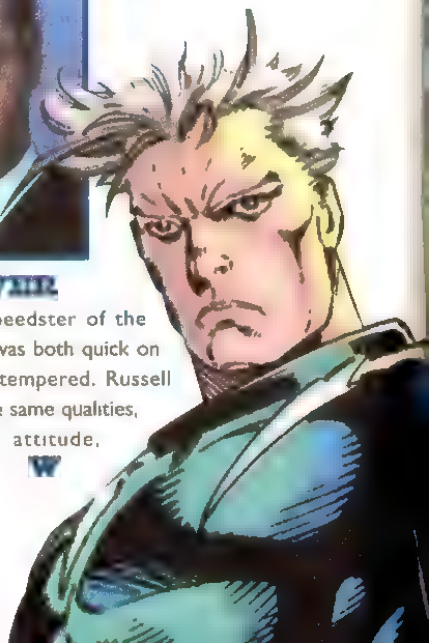
SINISTER

Sinister is sneaky, greedy and despicable. Throw some makeup on him, and Jimmy Smits ("NYPD Blue") would be great in this role.



HAVOK

Stephen Baldwin ("The Usual Suspects") is gruff enough to play the energy-wielding brother of Cyclops.



QUICKSILVER

As the resident speedster of the rebels, Quicksilver was both quick on his feet and quick-tempered. Russell Crowe displayed the same qualities, along with an attitude, in "Virtuosity." W

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LAST MAN STANDING

'WIZARD' RANKS THE 10 TOUGHEST SUPERHEROES IN COMICS

It's the debate that's been raging in comicdom for over 50 years: "My favorite superhero can kick your favorite's ass!" And there's never been a clear-cut answer.

Until now.

What *Wizard* has done is gathered up all the superheroes in comicdom, pitted them against one-another and determined not only who the 10 most powerful superheroes are, but how they placed on that Top 10 list as well.

Our criteria for placement was as follows:

1) Only superheroes allowed. No supervillains or ridiculously cosmic beings of a higher "universal" order (like Galactus, Highfather, Neron or Mephisto) allowed.

And...

2) This was treated as a no-holds-barred, do-or-die contest. Each character is giving it his all in the battles we've set before them.

With that said, meet the #10 man on the list...

10) HULK

HIS DEAL: Caught in the heart of a gamma bomb explosion, genius scientist Dr. Robert Bruce Banner finds himself transformed into a 7-foot, one-ton green behemoth with near-unlimited strength, rapid tissue-regenerative powers and nigh-inexhaustible stamina.

WHY HE'S #10: "Hulk smash!". and that's about it. Yeah, he may possess Banner's keen scientific mind and the ruthless cunning of Mr. Fixit, but on this list of supermen, warrior women and Norse gods, the Hulk's muscle just ain't enough to overcome the #10 slot.

BY THE *WIZARD* STAFF

9) FIRESTORM

HIS DEAL: Trapped in an experimental nuclear reactor, high school student Ronnie Raymond and Prof. Martin Stein gained the ability to merge into the superhero Firestorm, a being with the ability to alter his own molecular density and the molecular configuration of all inanimate matter.

WHY HE'S #9: Ronnie's a young turk who's easily distracted, even with Stein playing the brainy scientist. While the Hulk's limited powers are something Ronnie could handle, any of the more varied attacks from the really diversified guys on this list would clean Ronnie's clock.

VS. HULK One heavy-duty adamantium prison cell whipped up outta nowhere, and the Hulk is outta the fight in five seconds flat.

8) PROFESSOR X (PRE-ONSLAUGHT)

HIS DEAL: Born a mutant, Prof. X is the world's most powerful telepath. Despite being wheelchair-bound, he can read minds, control minds and wipe minds clean.

WHY HE'S #8: While the good professor may possess the most powerful melon on Earth, his frail body would prove too much a liability against the powerhouses on this list.

VS. HULK. No contest. Prof. X would sense ol' Green-genes' thoughts from a mile away, and after having zero success trying to reason with him, turn ol' Jade Jaws into a green vegetable.

VS. FIRESTORM Before Firestorm could think of a way to nix him, Prof. X would "hear" his thoughts and force Stein and Raymond to separate into their powerless civilian personas.

7) SPAWN

HIS DEAL: Making a deal with the devil, government assassin Al Simmons was resurrected with a price: finite magical powers capable of nearly any feat imaginable but, when exhausted, will drag him back to Hell to lead its forces against Heaven.

WHY HE'S #7: His fear of using his finite powers against the titans on this list would give his opponents an opportunity to get a second shot in—which, against this crowd, would be one shot too many.

VS. HULK: Spawn has lost body parts in the past without sweating it too much, so while the greenskin goliath may punch an arm or two off, Spawny-guy here can take the punishment and blast the big guy to atoms.

VS. FIRESTORM: Though they have similar powers, Spawn has the edge in that he can also create things outta *nothing*. Bound by common physics, Firestorm wouldn't have a prayer against a guy who has the powers of Hell behind him.

VS. PROF. X: When Chuck probes a disturbing alienish mind, he gets all disoriented—and they don't come more disturbing than resurrected government hitmen/generals-in-training for Satan's war against Heaven. The second Charlie taps into Al's noggin, BAM!, the Professor'd be stunned for a few seconds and that's all Al'd need to leave Chuck a stain in a wheelchair.

6) DR. STRANGE

HIS DEAL: As our dimension's Sorcerer Supreme, Stephen Strange stands as the first and last line of defense against all magic-based menaces that threaten our dimension.

WHY HE'S #6: While he's beaten cosmic menaces to save the universe countless times, Doc Strange is only human with limited stamina, speed and reflexes.

VS. HULK: He's beaten the Hulk before (*Hulk* #300), and he'd do it again. Teleporting him to another dimension, forcing him to sleep, making the Hulk believe he's already won the fight and getting him to walk away…the list goes on and on.

VS. FIRESTORM: Know how Spawn's mystical powers would overwhelm Firestorm? Doc's spellcasting would do it the same way. Just faster.

VS. PROF. X: Wouldn't Prof. X see him coming? Not when Dr. Strange steps out of a side dimension with a host of spells at the ready, kiboshing the Professor before he had time to spin his wheelchair around.

VS. SPAWN: Two things tip it in Doc's favor. First, he's been around a lot longer, traveled to countless dimensions with varied battlegrounds and has forgotten more mystic battles than Spawn's ever experienced. Secondly, while Spawn is cautious with his power, the Doc would just cut loose.

5) FLASH

HIS DEAL: Wally West taps into the Speed Force, a universal force that gives him the ability to run, think and react at near-lightspeed.

WHY HE'S #5: It's next to impossible to react to this guy's attack. You're not going to see him coming, and by the time you realize he's there, he's already hit you a hundred times over.

VS HULK: The Flash would just vibrate through the Hulk and, ewww, make him explode.

VS FIRESTORM: For all his powers, Ronnie'd have no time to react to the Flash or even turn intangible. Flash would be all over this guy like white on rice.

VS PROF. X: Knowing the Flash is one-tenth of a nanosecond away from clocking you isn't going to do you much good. Bye-bye, Chuck.

VS SPAWN: 99 percent of Spawn's foes are just big hulking guys relying on raw power. The Flash represents a foe unlike anything ol' Spawny-guy has ever faced, whereas Wally has dealt with magic-based foes before. This fight's over without Al ever knowing who clobbered him.

VS DR. STRANGE: Same deal as Spawn. Doc Strange isn't going to know what's hitting him and isn't going to stay conscious long enough to find out.

4) WONDER WOMAN

HER DEAL: Spawned by Greek goddesses on the paradise island of Themyscira, Diana is an immortal Amazon granted flight, incredible strength, speed, wisdom and beauty.

WHY SHE'S #4: Raised as an Amazon warrior, Wonder Woman isn't just some muscle-bound brawler—she's a highly skilled warrior who knows how to spot an enemy's weakness and exploit it.

VS HULK: While the two are pretty evenly matched strength-wise, Diana gets the advantage with speed, flight and warrior skills. As cagey and sharp as the Hulk is, he isn't as skilled in tactical combat.

VS FIRESTORM Like Flash, Diana'd use superspeed to land one quick punch. And when you're as strong as the Hulk, that's about all you need.

VS PROF. X: After countless battles of wills through fighting the Greek gods' magic and bending people to her will through her magic lasso, we see Wonder Woman being grabbed by Chuck telepathically. But a sluggish Diana either grabs the Prof with her lasso and commands him to stop or just hits him with some loose debris Either scenario takes Charlie outta the fight.

VS SPAWN She could take the early hits Spawn would probably nail her with, but she wouldn't be hit by that many. Fueled by speed, strength and warrior know-how, Spawn goes down for the count.

VS DR. STRANGE: Wonder Woman is based in magic, so while Doc is busy unsuccessfully trying to mess with her on that front (no way is he undoing the work of the Greek gods), Diana's superspeed has her on him from all fronts battering his shields with near-Superman-level strength. With that kind of onslaught, she's bound to tag him once, which is all she needs.

VS FLASH: We see Diana hammered relentlessly by hundreds of blows from the as-good-as-invisible Flash. But between her high-invulnerability, superspeed and canny fighting prowess, she'd eventually detect a pattern in the Flash's attack and stun him with a glancing blow. Long enough for Diana to finish the job and then collapse.

3) SUPERMAN
(PRE-"ELECTRO-SUPERMAN")

HIS DEAL: Rocketed from the exploding planet Krypton, Clark Kent grew to adulthood on Earth to learn that this planet's yellow sun and weaker gravity gave him near-invulnerability, flight, heat vision incredible strength, speed, stamina, hearing, etc. Calling himself Superman, he now fights the never-ending battle for truth, justice and the American way!

WHY HE'S #3: This guy's name pretty much says it all. We've already seen the power the Flash has at his command with superspeed, so when you mix in superstrength, heat vision, invulnerability and the other dozen powers at Supes' command, he becomes fairly unbeatable.

VS. HULK: We actually saw this already in *Marvel versus DC* #3, which saw Supes coming out on top. While the Hulk can stand toe-to-toe in strength, Big Blue's superspeed, flight and heat vision put him over the top.

VS. FIRESTORM: While Supes would be in trouble if Firestorm got a bead on him (Firestorm once trapped Supes in a kryptonite bubble back in *Fury of Firestorm* #4), Supes' speed has him getting the drop on Ronnie, and ending the fight before it ever begins.

VS. PROF. X: Though Supes wouldn't take Chuck down as fast as the Flash did, it would only be by a half-second or so.

VS. SPAWN: For those of you not in the know, magic (along with kryptonite) is one of the few things that really cripples Supes. Good thing Supes' Flash-like speed lets him get in close to Spawn and take him down with a super-punch before Al even knows what hit him.

VS. DR. STRANGE: We see Supes having a lot more trouble with Doc than with Spawn, simply because Doc's a sorcery veteran. But even if he bounced off an initial deflective shield, no way can Doc get a bead on him for a direct attack. A superspeed delivered punch or zap of heat vision wraps up the fight in under a minute.

VS. FLASH: Yeah, the Flash is faster, but Supes ain't no slouch in the speed department, either, giving Wally only a slight edge. Plus, like WW, Supes can take anything the Flash can dish out and eventually land a knock-out blow.

VS WONDER WOMAN: Now this would be a cool fight! Fairly evenly matched with flight, strength and speed, Supes is still just a little tougher, a little faster and just a tad stronger. Diana would eventually tire, while Supes is a living solar battery with enough power reserves to be the one (barely) standing at the end of the battle.

2) THOR

HIS DEAL: The actual Norse God of Thunder, Thor possesses "normal" Asgardian attributes including immortality, superstrength and nigh-invulnerability. He is armed with Mjolnir, the mystical war hammer capable of opening passageways through space and time, blocking all sorts of energy blasts and bending the elements to its master's will.

WHY HE'S #2: This guy is a Norse god warrior, trained and skilled in the art of battle. And he's been doing it for countless ages. Give him a magical hammer and the power over the elements, and he's unbeatable. Almost.

VS. HULK: The Hulk may be as tough as Thor and as strong as Thor, but Goldilock's got 'im beat in the skill department, seeing as how he's been fighting gods, armies, trolls and wizards for over a millennium. It might mean a couple days bed rest afterward, but Thor wins the belt in this bout.

VS. FIRESTORM: Surprised by the sheer force of the storm and unexpected lightning bursts, Firestorm loses his concentration and becomes tangible. Yeah, he wouldn't be beaten by the storm, but one shot from Mjolnir would knock the Nuclear Man senseless.

VS. PROF. X: Pushing himself to the limits in his search for the mind behind the storm buffeting the mansion (Mjolnir's magic at work), Prof. X detects Thor's presence seconds before Thor clobbers him into unconsciousness.

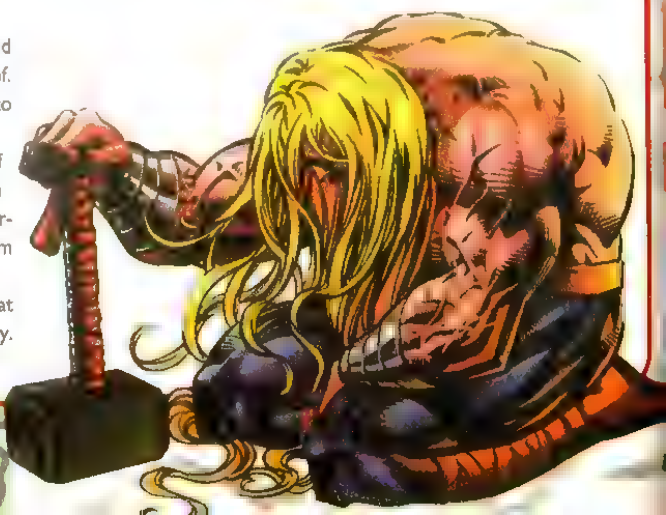
VS. SPAWN: Puh-lease! Thor's already faced down all sorts of demonic magic types like Hela (Asgard's ruler of Hel), so while Spawn may take some time to wear down, trapping him in the middle of a hurricane, hailing a blitzkrieg of lightning bolts on 'im and pounding him with Mjolnir would leave Al a pile of pulpy necroplasm.

VS. DR. STRANGE: Magic? *¡No problema!* You gotta remember that Thor's trusty hammer Mjolnir can handle *any* magic tossed Thor's way. Doc might as well be weaving a blanket instead of a spell, 'cause Thor'd make him say "good night."

VS. FLASH: Similar to his bout with Wonder Woman, the Flash would get in some good shots against the Thunder God...but if it's one thing Thor has shown, it's that he can take punishment. Between the monstrous storm that'd spring up out of nowhere, dodging lightning bolts and whirling hammers, the Flash would eventually be tagged and, well, that'd be that.

VS. WONDER WOMAN: The coolest fight on this whole list!!! Two super-strong, super-tough warriors battling it out with sheer power and skills in a battle that would leave both warriors horrifically wounded and completely exhausted...with Thor the last one standing. He's just tougher, with a billion more lifetimes of battle-experience beneath his belt.

VS. SUPERMAN: While Supes has the edge in speed and flight (Thor gets *pulled* by his hammer; he doesn't really fly.), once again Thor's warrior training and combat experience would give him the edge he needs to have more of his blows connect, eventually laying the Kryptonian flat. It's all in the name. Super-*Man*; Thor, *God* of Thunder.



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1) SILVER SURFER

HIS DEAL: As the former herald of the world-devourer Galactus, Norrin Radd possesses the "power cosmic," an energy source capable of almost any feat imaginable, making him one of the most powerful beings in the cosmos.

WHY HE'S #1: The Surfer is the fringe character that separates humanity from the omnipotence of Galactus or Eternity, making him tops on our list. His power cosmic is so powerful that it's not a matter of what the Surfer can do, it's more what he *can't*. Matter-manipulation, the power reserves of stars, traveling at lightspeed…he may even be able to create life. He's truly in a power class of his own.

VS. HULK: The Hulk may be physically stronger than the Surfer, but c'mon, our boy Norrin would never let the Hulk get near him. He'd zip up on the Hulk at near-lightspeed, unleash just a fraction of the power cosmic and, when the Hulk came to at the bottom of the smoking crater a couple days later, the Surfer'd be done kicking the crap out of the rest of the heroes on this list.

VS. FIRESTORM: No contest. Whatever Ronnie can do, Norrin can undo. With the skill and far greater matter-manipulation power at his command, Firestorm rates a two-panel fight at best.

VS. PROF. X: Yeah, you guessed it, between the Surfer's incomprehensible speed and indomitable will, Prof. X may give the Surfer a run for his money in chess, but not in combat.

VS. SPAWN: The Surfer's faced down Mephisto, Marvel's version of Satan, so a Satan-flunkie like Spawn ain't gonna do much that the Surfer hasn't overcome before.

VS. DR. STRANGE: Dr. Strange is a human conduit of magic with human frailties, while the Surfer can stand at the center of a supernova without breaking a sweat. It might take a couple of hours, but Strange would burn himself out trying to dent the Surfer

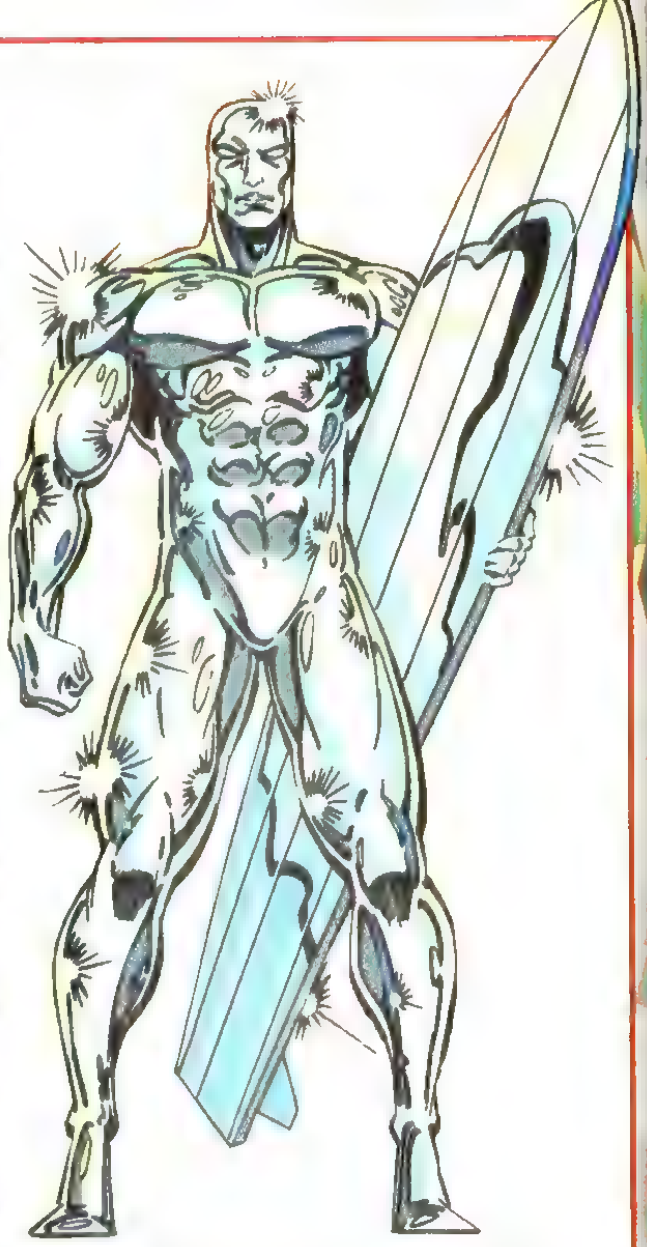
VS. FLASH: Sorry, the Surfer is faster than the Flash, with the power of the universe at his command Once you take away his speed, Wally is just a guy. G'night, Wally.

VS. WONDER WOMAN: Diana may be a better fighter, but the Surfer is faster, tougher and more powerful. Ten bucks says Wonder Woman's bracelets aren't up to deflecting the power cosmic.

VS. SUPERMAN: While Supes might land a couple of blows as the Surfer is trying to talk to him, our bald buddy Norrin could either hammer Supes into submission with the power cosmic or suck all the solar energy out of him with his energy manipulation powers.

VS. THOR: Surfer's power cosmic is fairly evenly matched with Mjolnir (whose magical properties aren't affected by the universe's laws of physics), which would absorb/deflect Surfer's power for a while. While Surfer couldn't do much physical damage to Thor, Thor would hammer the Surfer unconscious…if he could hit 'im. And even though Mjolnir could block Surfer's powerful blasts, some would eventually land. As the battle progressed, more and more of the Surfer's blows would connect until one super-blast of the power cosmic would put the Odinson down for the count.

And the worst part? The Surfer, one of the most noble spirits in the universe, would search the rubble after the fight, grab Mjolnir and head off to Disneyworld. W



With their sweaty guts and hairy backs, the only superheroes the Wizard staffers could beat are the Newsboy Legion, but they'd beat those dirty newsboys half to death.

SLOPPY SECONDS

What follows are the 10 other heroes who, despite the fact that there are more planets, shows to punch holes in, make the cut.

Captain Marvel
Though he could score with all of his friends' moms, Billy Batson's just a kid, with his immaturity being his weakness in battle.

Gladiator
This Imperial Guard's powers stem from self-confidence. Scooper [illegible] hanging out [illegible]

Green Lantern
[illegible] for a short while. Given time, Kyle will someday make this list.

Invisible Woman
She'd give the Hulk a run for his money. [illegible] his to[illegible]

Iron Man
[illegible]

Kilowog
He's wannabey too stupid to beat any of the names on the list.

Martian Manhunter
Too vulnerable to fire. A stray flame ignited in battle could [illegible]

Blue Beetle
[illegible]

Thing
The Hulk has kicked Ben Grimm's craggy ass so many times, we're surprised ol' Jade [illegible]

Jaws isn't an honorary member of the Yancy Street Gang.

[illegible]
[illegible] Lucky [illegible]

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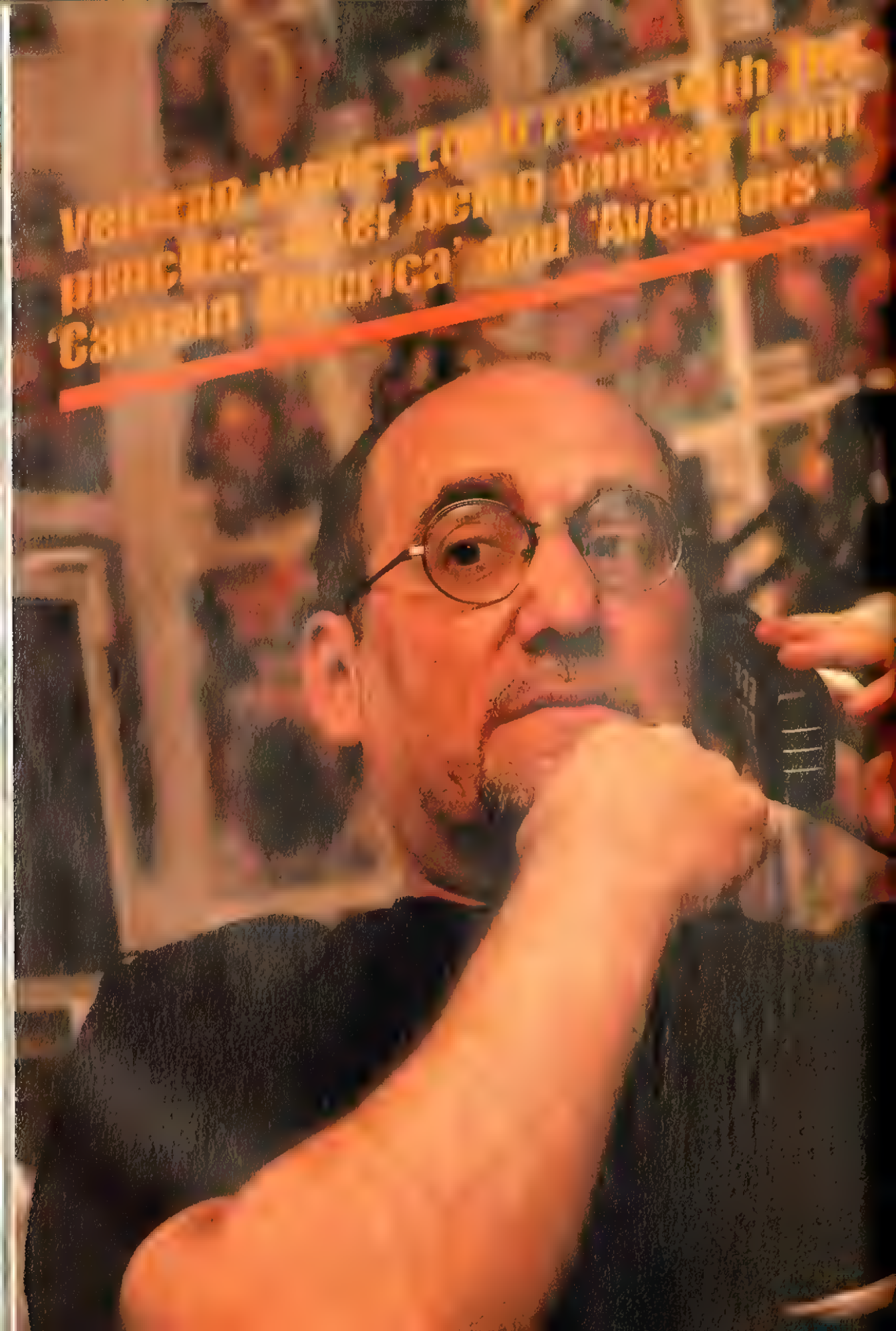

Veteran writer Louis Vaughn Jones
pitches his new comic series 'Captain America' and 'Avengers'

WIZARD Q&A

Jeph Loeb

BY MATTHEW SENREICH • PHOTOGRAPHS BY ROBERT BECK

To Hollywood producer Jeph Loeb, writing "Heroes Reborn" is like working on a TV show gone horribly wrong. As opposed to a TV network ordering 13 episodes of a show, Marvel Comics contracted 12 issues of *Iron Man* and *Fantastic Four* to be produced by Jim Lee and 12 issues of *Captain America* and *Avengers* produced by Rob Liefeld. Loeb was Liefeld's head writer.

But like any TV show subject to cancellation, so was Liefeld's contract. Citing low sales, Marvel recently terminated Liefeld's deal with Issue #6 of both titles, handing them over to Lee, who will use new writers. (Ironically, Loeb will continue to write Lee's *Iron Man*.)

"It was heartbreaking," says Loeb of this development. "But I was part of the biggest storyline of the year, and with that comes controversy and an element of risk. And Rob made it clear from the beginning that the way the deal was structured, Marvel could pull the plug at any time."

A 17-year film producer/screenwriter, Loeb entered the comic book scene rather quietly in 1991, writing DC Comics *Challengers of the Unknown* mini-series with artist Tim Sale. From there, the pair collaborated on a trio of successful *Batman: Legends of the Dark Knight Halloween Specials* that were spun off into a special holiday-oriented maxi-series, the 13-issue *Batman: The Long Halloween*.

Loeb's Batman work caught the attention of Marvel's X-Men editors, which led to writing stints on *X-Force*, *Cable*, *X-Man* and a *Wolverine/Gambit* mini-series. Then Loeb began writing *Captain America*, *Avengers* and *Iron Man*.

Only days after Marvel terminated Liefeld's Heroes Reborn deal, *Wizard* caught up with Loeb to talk about his involvement with Heroes Reborn and other projects.

WIZARD: How would you explain what happened with *Captain America* and *Avengers*?

JEPH LOEB: Near as I can tell, a business decision was made between Marvel and Rob [Liefeld]. I don't know that anybody really understands that the people [at Marvel] who originally made the "Heroes Reborn" deal with Jim [Lee] and Rob were no longer at the company by the time the first issues of all the "Heroes Reborn" titles had shipped. After Marvel terminated the agreement, they then tried to renegotiate [Liefeld's portion of the "Heroes Reborn" deal]. I was not part of those negotiations, so I don't know what went on during them, but I think it was a little unusual to terminate [someone] for low sales and then open up negotiations again. It's like firing your best baseball player during his best year, and then calling him back the next day to make a new contract under new terms.

What was your reaction when you heard about Rob being terminated?

I was stunned. We had done what we had set out to do, which was to increase sales on the books. It seemed to us that we were doing a good job. People seemed happy with the "Industrial Revolution" storyline [which ran through the sixth issues of all four "Heroes Reborn" titles]. But when we started looking at the second half—the last six issues of "Heroes Reborn"—[Rob's contract with Marvel] fell apart.

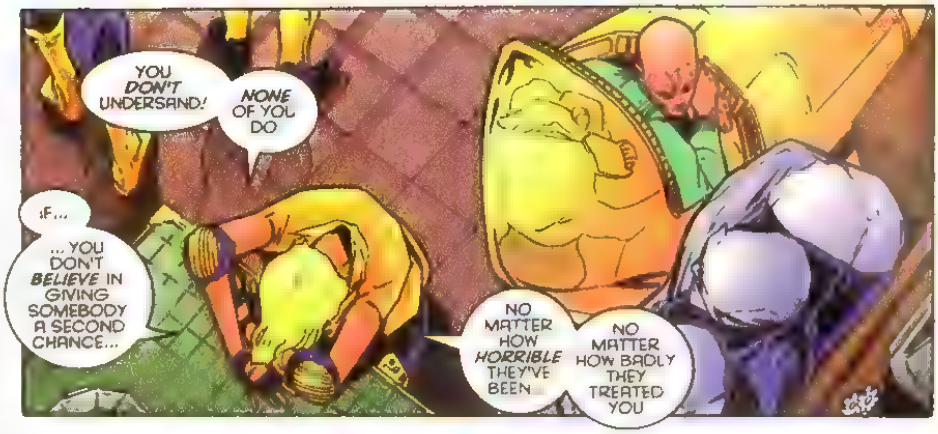
It was just an unusual coincidence that I had picked up the writing job for *Iron Man* two weeks before. When Scott [Lobdell, *Iron Man* writer] decided to leave *Iron Man*, he recommended me to Jim [Lee]. Jim talked to me about it, but before I took the job, I talked to Rob. There was a friendly rivalry between Jim and Rob, and I just wanted to make sure that Rob was okay with me on *Iron Man*. At the time I was offered *Iron Man*, Iron Man was coming to the Avengers and the entire ["Heroes Reborn"] story was all very blended. Rob's feeling was that if I was on *Iron Man*, it would

After bringing life to the "Heroes Reborn" Captain America, Loeb must now get used to life without him

VITAL STATS

Name: Jeph Loeb
Occupation: Comic book writer and movie screenwriter/producer
Born: January 29, 1958 in Stamford, Conn.
Base of Operations: Sherman Oaks, Calif.
Career Highlights: Writer/producer of such movies as "Teen Wolf," "Commando" and the upcoming "Firestorm" (no relation to the DC hero). His first in-the-spotlight project was DC Comics' *Batman: Legends of the Dark Knight Halloween Special* in 1993, which was followed up by two more such specials and the current *Batman: The Long Halloween* maxi-series. He has since written a slew of Marvel's X-books, beginning with *Cable* #15 and including a run on *X-Force* and *X-Man*. He's currently working on the "Heroes Reborn" *Iron Man* (as of issue #8 in April).
Favorite Holiday: "Christmas. But you know, I'm Jewish."
Favorite X-Character to Write: "Domino. I could write her all day long."

make the second half [of "Heroes Reborn"] go much smoother, since we were all working towards the same goal of issue #12. That all changed. Everything then became confusing, particularly for me, because one day, I was writing three of four of the books. The next day, Rob called, explained that Marvel terminated him, and to my knowledge I was off *Cap* and *Avengers* with him. Then Jim got the books and called me, asking me to stay on writing *Captain America* with no artist mentioned, and also asking whether Ian [Churchill] and I would stay on *Avengers*. I was in an awkward place now. I was most concerned about Rob. I talked to him about it and he was very generous. He said that what was best for the books was for me to continue. But I ended up declining.



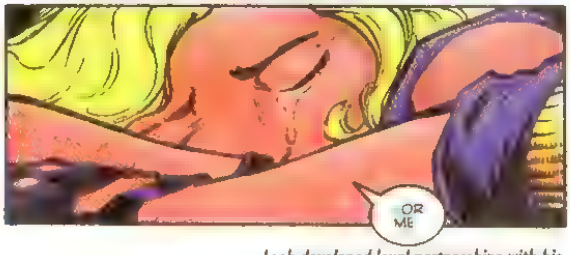
You had Rob's blessing; why did you decline?

If you look at the relationships I forged with the people I've worked with in comics, it's always been a partnership. The best way to explain it is that if DC was to say that I could stay on *Batman: The Long Halloween*, but Tim [Sale, the series' artist] had to go, I wouldn't even think about it, I would not continue. Tim is my partner and is as much a part of the creative process as I am. Rob gave me an enormous break by putting me on two very high-profile books, and they were Rob's show. I don't think everyone knows that it was Rob's show, and I was a part of [it]. At the end of the day, the books were going to continue, but I owed a certain amount of loyalty and respect to what Rob's work was. It becomes a partnership. It's true with Adam Pollina on *X-Force*, Ian Churchill on *Cable*. It's just the way I work.

Jim was terrific about it, and he and I decided that I was to continue on *Iron Man*.

Does your loyalty to Rob make your current Iron Man assignment with Jim less uncomfortable?

Not at all. I wouldn't have taken *Iron Man* without Rob being supportive of it at the beginning. I offered Jim the option of me bowing out of *Iron Man*, and he didn't see any reason for that. I've been asked this question by a lot of people: Does this whole scenario with Rob mean I won't work with Jim or Marvel ever again? I don't think anyone understands that my feelings about this are specific to this specific situation. In my background of working in film, I've seen this happen a lot. Sometimes movies replace their director, their actors, their writers. I don't know if people in comics work that way, because the teams change so often, but I work that way. And it works for me. I remain loyal to my partners.



Loeb developed loyal partnerships with his co-creators as he jumped from X-Force (above) with penciler Adam Pollina to Liefeld's Avengers

How do you feel about leaving *Captain America* and *Avengers*?

As Rob and I said from the beginning, we would make the transition as smooth as possible. There are certain things about the decision that I feel sad about. I miss Bucky. I left Ant-Man inside the Vision. But one of the things I learned when I left *Cable* and *X-Force* is that the world goes on and other writers come along. I don't know what James [Robinson, the new writer of *Captain America*] and Walt [Simonson, the new writer of *Avengers*] are going to do. I assume that since we're all at the same studio now, we'll be working towards issue #12, the coming of Galactus storyline. I do also know that Rob has generously—and I say generously because Rob's not going be compensated for it—given me permission to share the ideas that he had for the conclusions of the storyline. And Rob's offering to share those ideas is another reason why I decided to do what I did.

I know Rob's a controversial guy, but he's done very right by me. Maybe the next time somebody decides to pick up a bat and bash his brains in, they should read those issues [of *Captain America* and *Avengers* he worked on] and make a determination based on that. If they like the whole run, they should realize it couldn't have happened without Rob.

Now, what do you have in store for *Iron Man*?

Issue #8 will feature the return of Rebel, who was the original Iron Man [in this universe], and theoretically died in the first issue. But no one is ever allowed to die in comics. *Iron Man* #9-#11 will deal with Tony's relationship with Rebel, which began as extremely antagonistic. Now Tony will be righting the wrongs of the past, namely Rebel. We also just found out that Mandarin was in charge of HYDRA all along. And what we find out at the end of issue #11 is that there's someone in charge of the Mandarin, who was nothing more

Heroes Reviewed

WITH HIS DEEP INVOLVEMENT IN THREE OF MARVEL'S FOUR "HEROES REBORN" BOOKS (ALTHOUGH HE'S NOW ONLY ON *IRON MAN*—SEE THE MAIN INTERVIEW FOR THE REASON WHY), WE DECIDED TO ASK WRITER JEPH LOEB TO DISCUSS WHAT HIS FAVORITE HEROES ARE ALL ABOUT.

CAPTAIN AMERICA

"He's a born leader. He's a great foil because he's always so serious and focused on the matter at hand."

IRON MAN

"I like the idea of a man without a heart learning to be a man with a heart, and that's who Tony Stark is."

THOR

"The all-powerful one, the warrior. But I'd love someone to help me write his language."

HULK

"The 'Me am Hulk!' version is the Hulk I love. He's a great, tragic figure; a brilliant man trapped in the body of a monster."

MR. FANTASTIC

"He's the Clark Kent of Marvel. Reed is the guy who is able to understand the Negative Zone, but not able to put on a bow tie."

INVISIBLE WOMAN

"She's very much like Robin the boy hostage in its original conception, but I like the fact that she's become smarter and savvier now, moreso than even the men on the team."

HUMAN TORCH

"He's a total wish fulfillment for fans, because he can 'flame on' his powers and shut them off just like that. Plus, he's cool and sets the definition of cool."

THE THING

"He's a big, lovable, wisecracking guy, but tragic because he looks like a Thing."

DOCTOR DOOM

"His own personal flaw creates him as tragic. What Victor wanted to do was to be more brilliant than anybody else, but what he did was destroy his face, and he came back blaming everybody else for his problem. He's probably the smartest man in the Marvel Universe, but can't get past his own ego in order to make it valuable to him."

HAWKEYE

"He's a mystery man, and all I'll tell you is he's not Bucky Barnes, no matter what anyone tells you." ■ *MS*

the whole Pacific Ocean and that was a crime. That person and Iron Man face off in issue #1. And all the #12 issues deal with the coming of Galactus and his heralds, like the Silver Surfer.

What's it like working on *Batman: The Long Halloween*?

Incredible. Batman is a tragic character. The tragedy is he can never make up for the fact that his parents were killed in front of him. He'll never be able to bring his parents back to life, and he believes in his heart that if he can stop crime in Gotham City, it will make up for it. I think that's why the character has endured for so many years, because you feel his pain. He's got the most delicious rogue's gallery of villains. He can be incredibly ruthless, but is also brilliant. And I love the fact that Bruce Wayne is this incredibly tragic man who puts on airs that everything is okay, but is a complete nutcase, because he's putting on this act.

Where did the idea for a 13-issue *Long Halloween* story come from?

I had done a trilogy of Halloween Batman stories before, the first being in 1993. The first story was why there must be a Batman. The second year was what Batman gives up in terms of a family. The last was sort of why there must be a Bruce Wayne. I told all the stories I wanted to tell. Then Archie [Goodwin, editor of *Batman: The Long Halloween*] came to myself and Tim Sale, and gave us the idea about a *film noir* gangster story. Until then, I wasn't going to do another Batman Halloween story, but I thought this was a really cool idea. I talked with Tim about it and we came up with the idea of doing a big event; not just Halloween, but Thanksgiving, New Year's, and so on. Then someone was talking about how "Batman: Year One" [chronicling Batman's first year of crimefighting] ended, so we thought of doing a "Year One" story. Our idea was starting to take shape, and it was looking like I was going

Opposite: The main characters get acquainted in the first issue of Batman: The Long Halloween

do another Batman Halloween story

How did it all fall together?

Would you believe I was sitting at home watching the "Beatles Anthology"? Here were four guys who ate together, knew each other's secrets and were best friends, and one day, one of them falls in love with Yoko Ono and brings her into the sessions. A year later, the group breaks up. I was on the phone with Mark Waid after [watching] that, and he had heard about this "Batman: Year One" project Tim and I were working on and made a suggestion. He said that no one had really looked into the friendship between Bruce Wayne, Harvey Dent and Jim Gordon. All of a sudden, a light went on in my head. Here were four men, Commissioner Gordon, District Attorney Harvey Dent, Bruce Wayne and Batman, who trusted each other in a way that the Beatles trusted each other. That was my story: having something happen to that trust. Since Batman, to me, is a really good mystery, and the best mysteries are the ones where the reader is trying to solve it at the same time as the detective, that would be the story. We proposed it as a 13-issue maxi-series asking, "Who is Holiday [the serial killer of *Long Halloween*]?"

So who is Holiday?

[*Laughs*] If you look at pages two and three of issue #1, the Roman's nephew's wedding, every single person in that picture is a suspect. I think Alfred's a suspect. I think Bruce Wayne, even *Batman* is a suspect. If I start limiting it down to a bunch of people, readers will think I have to be one of those people. I'd rather let people speculate. This is assuming that we've met Holiday before. Let's just say, if you live in Gotham City, you are a suspect. [*Laughs*]

So it remains a mystery. When *Long Halloween* ends, would you want to do an ongoing Batman book in his current continuity?

I would find it strange doing Batman without Tim [Sale]. It's more about what Tim wants to do. Right now, I have this great synergy between me and Tim. Tim and I created a rhythm back when we were doing *Challengers* together, and it only got better with everything we've done. I'm very loyal to the artists I've worked with. It's like [asking] if I will ever go back to *Cable*. It'd all depend on the situation and the creative team. It'd be weird without Ian [Churchill, Loeb's former penciler on *Cable*]

With *Long Halloween* and your gig on *Iron Man* ending soon, have you lined up any plans for the future? Another Batman Halloween special, perhaps?

I never say never. I thought [1995's] Halloween story was the end of it. The way my life has worked in comics is that things seem to fall into my lap when I least expect it. I may have an idea for a new Halloween project tomorrow. The phone can ring tomorrow with a totally new project. I'm not really concerned about it just yet.

What is your dream project?

I've told everyone since the day I started working in comics that I would quit everything to work on *Fantastic Four*. It only got worse when I wrote *Avengers #6* with the FF in it. When I think of a dream project, though, I think of it in terms of who I would like to work with, whether it's Tim Sale, Ian Churchill, Jeff Matsuda, Adam Pollina. Heck, I'd love to work with Joe Madureira.

I've been doing movies for 17 years and comics for really only three. I plan to continue to do both movies and comics for a long time to come, and hopefully someday write the FF. It seems that at times when everyone else in this industry is [acting] like the sky is falling, I'm the guy walking around going, "Hey, isn't that a rainbow over there?" W

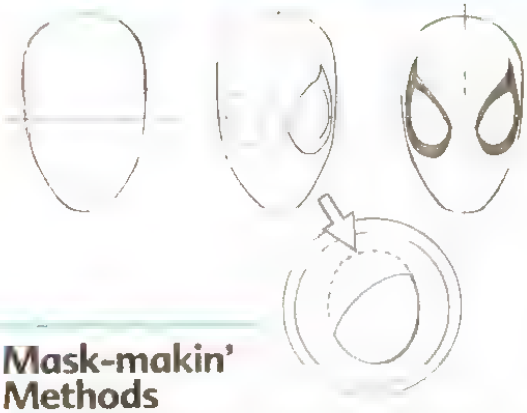
Wizard Staff Writer Matthew Senreich likes to feed innocent little kids to his "Snacktime" (i.e., watch your fingers) Cabbage Patch Kid.

Basic Training

this month's host: Mike Wieringo

How to Draw Spider-Man

I've been drawing comics for myself (and others) since I was 11 years old (I'm 33 now). And in all that time, Spider-Man was always one of my favorites. But he was also the one character that I found the most intimidating to draw! His costume is one of those timeless, beautifully designed outfits that is so distinctive that it's no wonder he's become Marvel's signature icon. So when Marvel editor Ralph Macchio offered me *Sensational Spider-Man* on a monthly basis, I was more than a little apprehensive. Fortunately, over many issues, I've finally found a handle on how I like to draw Spidey! Now, there are certainly a number of different styles to drawing ol' Web-Head, but in the pages that follow, I'm going to show you just how I draw this heroic wall-crawler. So grab a pencil and let's start swingin'!



Heads Up!

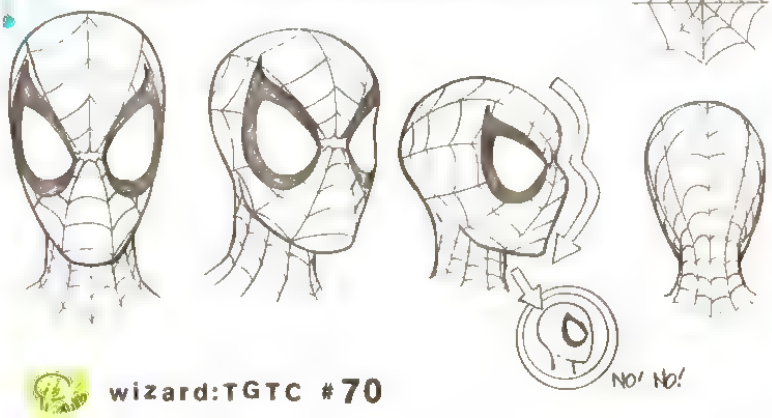
The shape of Spidey's noggin is pretty important. You should practice the basic "egg" shape of Spidey's head (with a little shaved off the sides, and the chin area squared off to keep him looking heroic) before moving on. Be careful not to give him a bullet-head or make his head too top-heavy with not enough chin. I also tend to give him a little added dome up top to add to his quirky, whimsical look.

Spidey's eye shape is basically an oval, bisected at an angle with a slight curve to it, for his "buggy" effect (as shown in the middle head at the left). The outer black area of the eye is drawn from the point nearest his nose, following the curve of the eye upward, raising up to a cool point, and then dropping down and following the curve underneath the other side, meeting at the point at his nose again.

Mask-makin' Methods

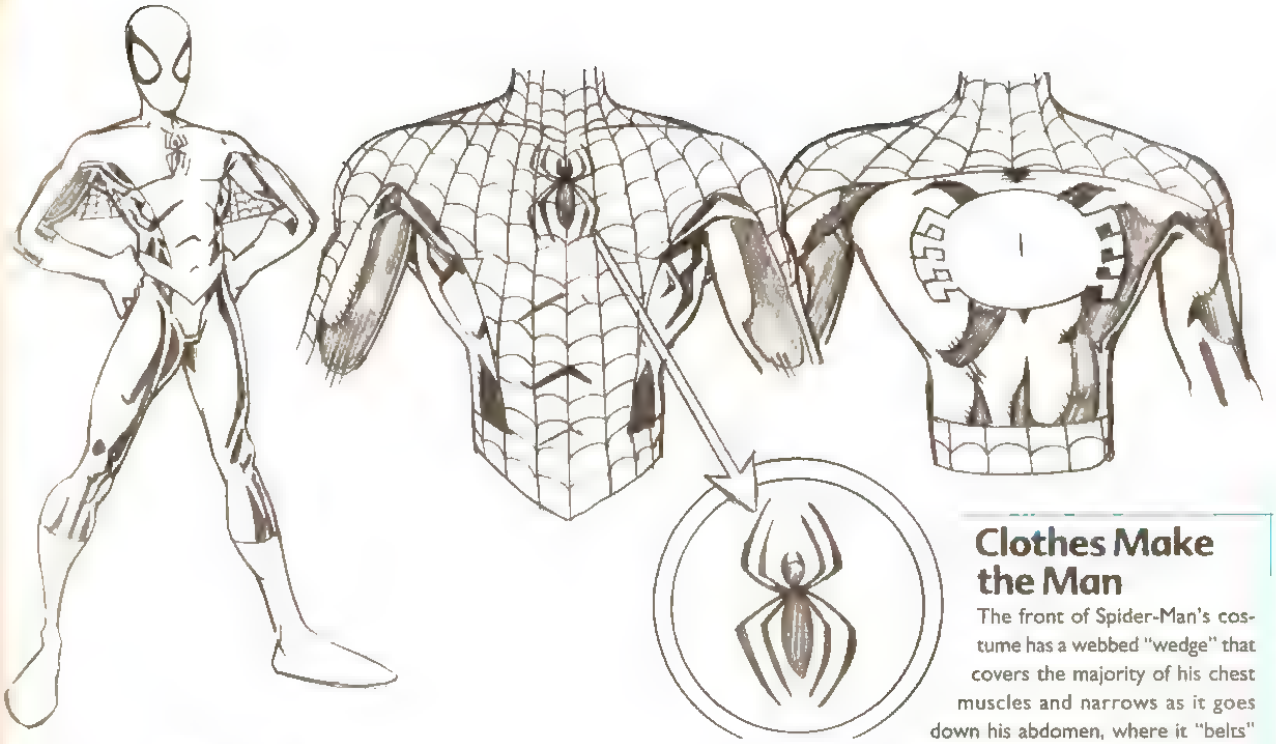
I've seen lots of different artists draw Spidey, and it seems each one has a different idea of how dense to make the webs on his mask. Personally, I like to keep them simple and open to help define his head and body shape. One rule every artist has to follow, though, is that Spidey's webs emanate from between his eyes and wrap around his head. Think of it as a stylized spider web (kinda like the one I drew here) wrapped around Spidey's face and head.

I prefer one line down the middle of his forehead, one line next to the top of each eye and two lines flanking his nose and mouth. Then I throw about three or four somewhat perpendicular lines in between all of those. Again, it's really a stylized thing. Also, make note of Spidey's nose in the profile shots, as I've shown in the third Spidey head below. Just keep practicing till you feel comfortable with how your webs look. And before you know it, Spidey's mask'll be second nature to ya!



You're So Emotional!

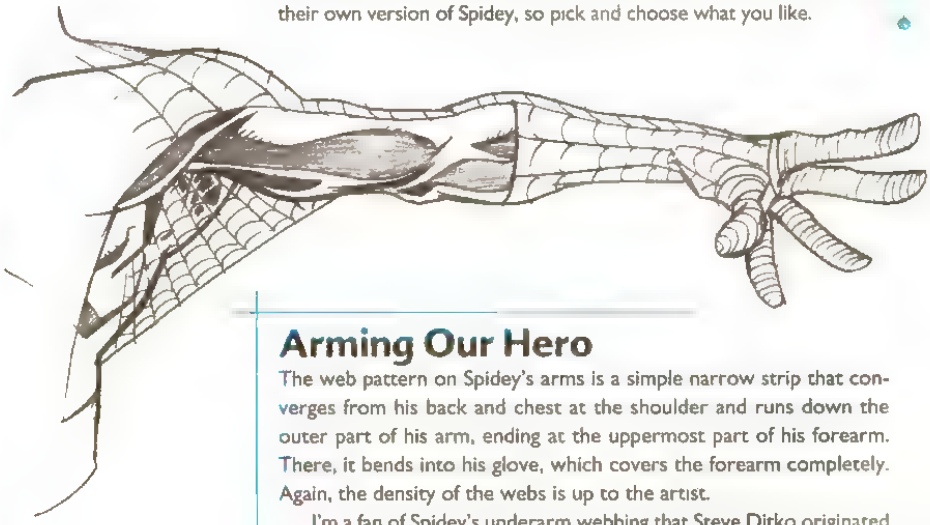
I'm from the "school" of Spidey artists that believes it's okay to manipulate Spidey's eyes to show emotions such as surprise, shock, strain, etc. I'll widen the eyes to almost circles when something startles him, and narrow them to slits when he's suspicious of something, or lifting something that's too heavy for him. Feel free to experiment with Spidey's mask as far as these and any other facial gestures go.



Clothes Make the Man

The front of Spider-Man's costume has a webbed "wedge" that covers the majority of his chest muscles and narrows as it goes down his abdomen, where it "belts" out from there to around his lower back. On his back, the webbed area only covers that lower-back area and the upper part of his back and shoulders. Again, it's up to the individual artist as to how *many* webs they want to draw on Spidey. Whatever you choose, though, make the webs conform to the shape of his body.

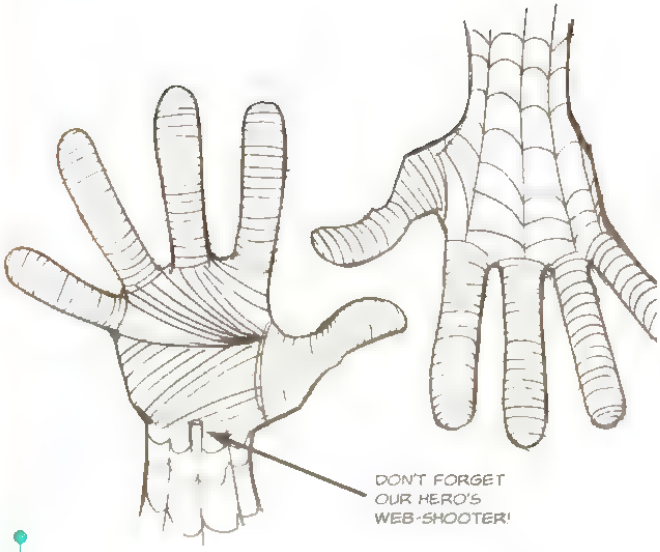
Spider-Man's spider-symbols (small on his chest and big on his back) are very stylized, and up for interpretation. Here, I've shown how I draw them, but I think the *coolest* version of the spider-symbol on Spidey's back is Steve Skroce's in *Amazing Spider-Man*, where the legs taper into a point. It's got a little more of an edge to it and is more menacing-looking. Mine has more of a traditional look. But as I've said, everyone's got their own version of Spidey, so pick and choose what you like.

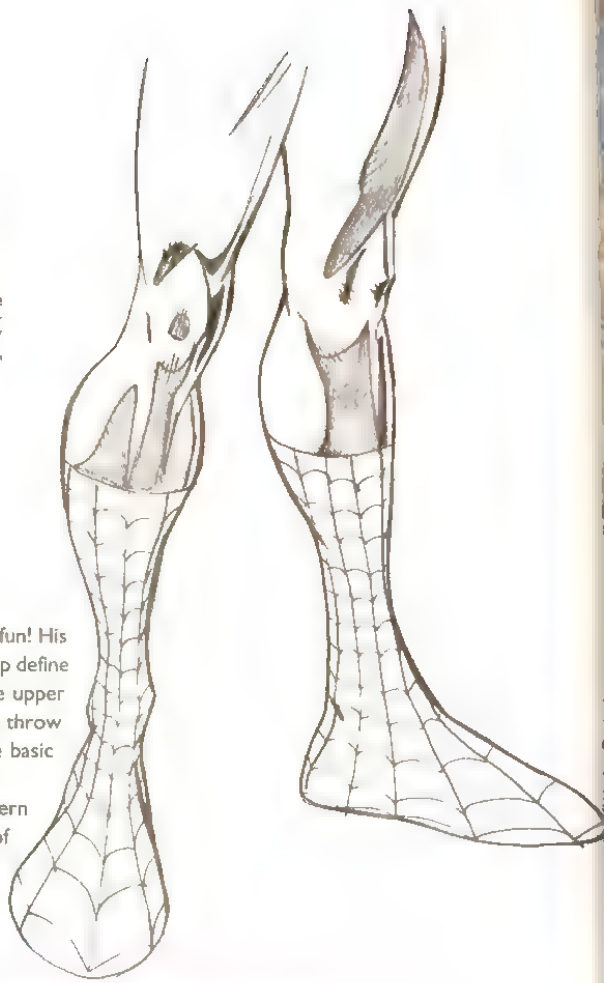


Arming Our Hero

The web pattern on Spidey's arms is a simple narrow strip that converges from his back and chest at the shoulder and runs down the outer part of his arm, ending at the uppermost part of his forearm. There, it bends into his glove, which covers the forearm completely. Again, the density of the webs is up to the artist.

I'm a fan of Spidey's underarm webbing that Steve Ditko originated decades ago, so I like to draw that in whenever the opportunity presents itself!





Hands and Feet

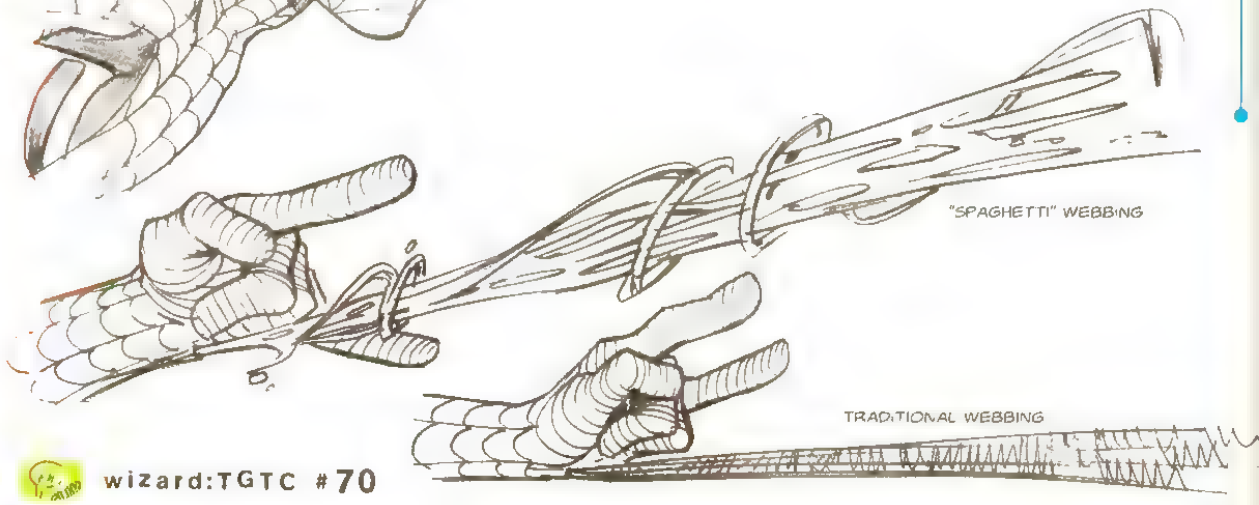
While Spider-Man's gloves are kind of complicated, they're also kinda fun! His fingers are covered with close-set lines that circle around them and help define their shape. The palm also has simple lines that flow one way at the upper part, and then the opposite way at the lower area. And don't forget to throw in that little tube for his web-shooter! The top of the glove has the basic web-pattern that ends at the knuckles, where the finger-lines begin.

Spidey's boots are pretty simple, and the density of the web pattern is (again) up to the artist—just make sure they help define the form of his calves and feet!

Sense and Web-Ability

I like to draw Spidey's "spider-sense" as a connected halo surrounding his head, with jagged "legs" emanating from it. Hopefully, this gives it an arachnid look to mirror his own!

As far as Spidey's web lines go, there's two schools of thought (and I've drawn both types here). One is the way that Todd McFarlane immortalized, with its interweaving strands commonly known now as "spaghetti" webbing. Then there's the more traditional webbing, which, as you can see, is just a bunch of straight lines connected with zig-zags to give it a sort of ladder look. The spaghetti style is a more intertwined, almost wet-like look, that looks kinda like silly string. Just between us, I prefer the "spaghetti" webbing.



Strike a Pose!

Probably the coolest and most fun thing about Spider-Man is the variety of poses you can draw him in! Just about any pose you can imagine (and draw) would look cool with Spidey doing it, provided you keep in mind the basic rules of anatomy. Could you imagine Superman in any of these poses? He'd look kinda silly.

Spidey's also neat for multiple-image effects (as seen below) to show his speed and movement abilities. He's just the greatest!!

He's Only Human

Finally, let's not forget that under that great costume is the guy who wears it. Peter Parker—Mary Jane's problem-laden hubby and J. Jonah Jameson's intrepid photojournalist—is pretty cool in his own right! He's handsome, smooth and witty. It's no wonder MJ fell for him! He's very much an icon of the secret I.D. as Spider-Man is of the superhero! Now, when drawing him, try not to make him look too buff or too studly. He's a nice-lookin' guy, but he shouldn't look like a linebacker. Also, keep him looking youthful by not making his face too angular.

Well, I hope you've enjoyed this study of Spidey's duds as much as I have—and thanks go to the guys at *Wizard* for having me do it! Keep those pencils sharp...and those webs flowing!

Your friendly neighborhood Mike Wieringo's very own sensationally amazingly spectacular Spider-Man can be seen in the monthly pages of Marvel's The Sensational Spider-Man.

Cartoon Books Presents:

The Bone Treasures Contest

QUICK! CAN YOU NAME TWO THINGS EVERYBODY WOULD LOVE TO HAVE MORE OF? WELL, IF YOU SAID "TREASURE" AND "JEFF SMITH'S BONE," THEN YOU ANSWERED CORRECTLY! AND WITH THIS SUPER-DUPER CONTEST YOU HAVE THE OPPORTUNITY TO WIN BOTH!

ALL YOU HAVE TO DO IS DRAW WHAT YOU IMAGINE A FEMALE VERSION OF BONE LOOKS LIKE! WHAT COULD BE MORE FUN? ENTRIES SHOULD BE NO LARGER THAN 11" X 17", BUT FEEL FREE TO USE ANY MEDIUM YOU LIKE: CRAYONS, PENCILS, FINGER PAINTS, JELL-O...IT'S YOUR DECISION! BE CREATIVE! BE ORIGINAL! BE WACKY!

Grand Prize (1): One lucky winner gets this ultimate Bone prize package! A Red Dragon Statue, *Bone #1*, *Bone Premiere Edition*, *Bone #13 1/2* Gold Edition, *Bone Flipbook*, *Thorn: Tales from the Lantern*, Bone Sourcebook (San Diego Edition), Bone PVC, Limited Edition Bone Wall Art, *Wizard Bone #13 1/2!* Ace and *Wizard Bone #1/2!* Wowee!

Second Prize (1): Another lucky reader wins limited edition Bone wall art and four wonderfully fun Bone posters!

This month's contest is sponsored by Cartoon Books, a bunch of funny characters.

Fill this out, attach it to your drawing, put it an envelope and send to: Bone Treasures, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

Deadline is June 30, 1997.

Legal Bonage

[illegible] Contest is open to anyone except employees of Wizard [illegible] Bone guys are just so damn cute [illegible] Sorry. Print your name, age, address, city, state, zip and [illegible] on the official entry form or a 3-by-5-inch [illegible] Enter as many times as [illegible] separately to: Bone Treasures Contest, c/o Wizard [illegible] NY 10920-0118. No mechanical reproductions of [illegible] but you can photocopy the entry form before [illegible] to mess up your magazine. All entries become [illegible] and none will be returned. All taxes (federal, state and [illegible] of the prize winners. No cash equivalent or [illegible] Prizes are awarded in the names of the contest [illegible] Sorry, still lookin' too much lovin' to reg on [illegible] prohibited, regulated or restricted by law in a [illegible] the purposes and rules hereof. All entries must be [illegible] by June 30, 1997. Wizard Press is not [illegible] or misdirected or misdated entries. Odds of winning will [illegible] the number of valid entries received prior to the closing date [illegible] winners will be selected based on originality and creativity [illegible] completed entries by Wizard Press. Judging will take [illegible] 15, 1997. Bone is a registered trademark © Jeff Smith.

[illegible] available prior July 15, 1997, send a self-addressed [illegible] Bone Treasures Winners, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

Bone Treasures Contest Entry Form

DEADLINE IS JUNE 30, 1997!

Name _____ Date of Birth _____

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AVAILABLE ONLY WITH REGISTERED CERTIFICATE

NAME (PLEASE PRINT CLEARLY) DATE OF BIRTH

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ORDERING INFORMATION:

ASH #1/2 (includes shipping & handling). . . $3.00

Total enclosed WITH CERTIFICATE . . . . . $3.00 ❑

Orders MUST be made using this certificate and MUST be sent in the attached envelope. One copy per certificate. No photocopies or duplicates will be accepted. Orders will be processed on a first-in, first-out basis. Allow eight to twelve weeks for delivery.

THIS OFFER EXPIRES JULY 16, 1997 !

DO NOT SEND CASH! Remit by check or money order. Canadian ASH #1/2 orders remit $4.00, other foreign orders remit $6.00. All payment must be in U.S. funds drawn on a U.S. bank. Make all checks payable to Wizard Press. Please print clearly—we'd hate for the post office to fail to deliver your comic because we couldn't decipher your address. All orders postmarked after July 16,1997 will be returned to sender unopened.

Tear off order certificate here

ASH

Summer's still a month or so away—so what better way to feel the heat than by experiencing the scalding power of *Ash*! Joe Quesada and Jimmy Palmiotti's creation is a scorching sensation—and nt to make that

exclusive chapter firefighter, Ashley $3 to you, buddy)

all-different Ash different parts by reative teams! The eator/artist Joe writer James econd is written by rian Augustyn and berto Ramos! Both d by creator Jimmy *six* great creators

six great creators in

enes sketchbook hat goes into the easty title! Plus, a ak peek at Rick *ller Jane*!

part of all—this is you can't get n Earth, Heaven or ve book is available is *Wizard* offer. So ! Send for your copy ay!

WON'T LAST EVER, -BRAINS!

Tear off reply envelope here

Have you enclosed $3.00?
Have you filled out the entire certificate?
Have you attached first class postage to the envelope?
Great, you're halfway there! Fold and enclose the certificate, moisten the flap and seal the envelope.

997.

JUNK DRAWER

Little bits of everything in the world of comic-related merchandise

By David Borak and the *Wizard* Staff

STAR WARS TIES IT ON

If you're going to a job interview at Lucasfilm or a fancy shmancy Star Wars convention (Hey, it could happen!), you'll need a proper tie. Fret not, for Ralph Marlin has created 10 all-new Star Wars ties to bolster its existing 17 designs in the Star Wars collection. This new series includes the famous "Jung Poster Art" image, replicating the classic movie poster used for the original release of "Star Wars." It features Luke Skywalker raising his lightsaber, while Princess Leia clings to his legs. (Geez. That's his sister!) Look for these ties in polyester for $16.99 or silk for $30. And keep an eye out for a pair of Star Wars boxers and a lovely Yoda silk scarf. These items are currently available at J.C. Penney.

BISHOP HITS 20TH CENTURY

By Cyclops' ornery eye! X-Men fans' prayers are finally answered with the release of Creative License's long-awaited Bishop collectible statue. This time-traveling X-Man stands a whopping 12-inches tall with a cool Danger Room background. Sculpted by Ali Coleman (Elektra), the statue is limited to some 2,000 pieces. Bishop, who hits specialty comic shops in May for $250, will supposedly be joined by Logan (a.k.a. Wolverine) and Sabretooth statues later this year, courtesy of Marvel Comics and Creative License. We'll keep you posted!

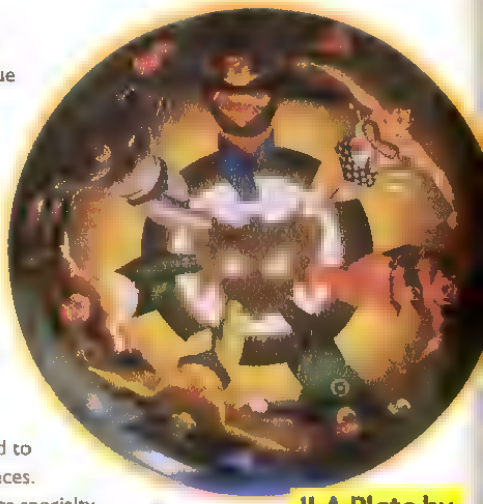
Bishop Statue

BARB WIRE BUSTS OUT

Okay, so "Barb Wire" wasn't exactly the movie hit of 1996. Heck, most people don't even want to rent the thing! But one thing's certain, Pamela Anderson truly did a great job filling out that costume! And now, everyone's favorite sexy mercenary is captured on the Barb Wire Cold Cast Statue. Standing a whopping 15 inches tall, this statue retails for $195 and comes fully painted. Look for it sometime this summer in comic book stores everywhere.

A HEROIC DISH

For a truly super meal, you'll need a plate of epic proportions. Now, Warner Bros. Studio Stores will be giving collectors just that. The original pre-*Crisis on Infinite Earths* seven Justice League of America members (Batman, Superman, Wonder Woman, The Flash, Green Lantern, Aquaman and the Martian Manhunter) are captured on this collectible 10 1/2-inch dinner plate featuring painted artwork by *Kingdom Come* artist Alex Ross. You might not want to eat off it, though, since the plates are limited to just 2,500 copies. Pick one up for $35 at your local Warner Bros. Studio Store. For the Warner Bros. Studio Store nearest you, call 1-800-4-WARNER.



JLA Plate by Alex Ross

HEROES IN PEWTER

For those of you looking to decorate your shelves with something *really* cool, check out these awesome 100% pewter figures of your favorite Marvel and DC heroes from all comic book

Product of the Month

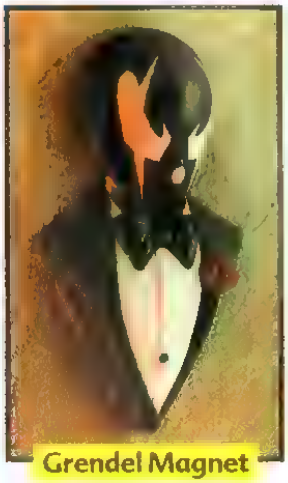
DONA IN BRONZE

eras. Starting in April, Comic Book Champions will release a new pewter figure every eight weeks to retail stores such as Wal-Mart, Kmart, Target and Toys R Us. The first Marvel Comic Book Champions series will include the Golden Age Captain America, Silver Age Spider-Man and Modern Age Hulk. The first DC Comic series will include the Golden Age Superman, Silver Age Joker and Modern Age Batman. Each package contains the pewter sculpture, a full-color replica of an original classic comic book cover featuring that character and a certificate of authenticity. But wait, there's more! Each figure comes affixed to a decorated metal comic book base. These babies, limited to only 30,000 each piece, look really cool and cost only $24.95.

ONE HELL OF A MAGNET

Bowen Designs brings you...the magnet from Hell. That's right, Mike Mignola's popular Hellboy character can now cling faithfully to your fridge through the power of magnetism. This four-inch, fully sculpted (by Randy Bowen, with some help from Mr. Mignola), fully painted little gift from Hell comes with two magnets for your magnetic pleasure. And to display even more of your glorious report cards on your fridge, make sure you pick up Bowen Designs' nifty Grendel magnet, based on Matt Wagners Hunter Rose character. Grendel stands 3 1/2 inches tall and comes fully painted. Both sets should be available in May for $12 each. Ask your comic book dealer for details or write to Bowen Designs directly at P.O. Box 220223, Milwaukie, Oregon 97269 for more information.

Hellboy Magnet



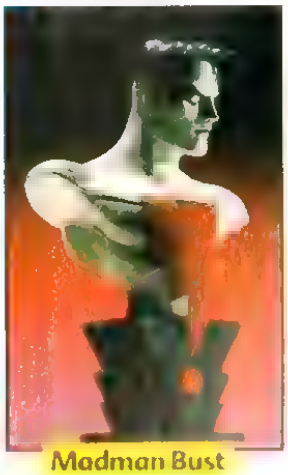
Grendel Magnet

BUSTIN' MADMAN

Snap to it! The ginchiest guy in Snap City (that's Madman to you non-informed) is coming to a head. Shipping in April for a mere $35 is Bowen Designs' Madman bust, sculpted by Randy Bowen himself (with some help from Madman creator Mike Allred). This piece is available for a limited time only, so be sure to reserve your copies now from your local retailer.

SUPER SHIRT

So you want to show up all those pseudo-Superman fans who wear the old Superman logo because they've watched too many Seinfeld episodes? Well, to celebrate the big man's new powers, new costume and new logo, DC Comics brings you the 'Superman '97 logo T-shirt. This black, 100% cotton shirt



Madman Bust

features Superman's shocking new blue-and-white logo on the front and retails for $15.95. Keep an eye out for it in May at your friendly neighborhood comic shop.

COLD-CAST CATWOMAN

Mwwworrww! Coming this July to a comic store near you is DC's stunning porcelain rendition of Batman's friskiest foe, Catwoman. This statue shows the curvaceous Catwoman, baring claws and kneeling on a concrete wall, surrounded by a few of her feline friends. Limited to 6,000 copies, the statue is sculpted by William Paquet (Swamp Thing) based upon sketches by *Catwoman* artist Jim Balent and carries a $195 price tag.

Catwoman Statue

Check your local stores for availability of all these funky-fresh products. Or ask your friendly neighborhood comic store to special order 'em for ya!

HEY! Are you a company putting out some easy cheesin' good fun in the form of comic-related merchandise like JLA Jigglers, Witchblade batting gloves or Jesse Custer Bibles? If so, we'd love to include 'em in our groovy "Junk Drawer" column. (Of course, we'd also like statues, T-shirts, novelties, magnets, etc.) Please send all info and sample products to:

Junk Drawer
151 Wells Ave.
Congers, NY 10920

JUNK DRAWER video games

By Steve Brown

Nintendo 64's Second Wave: Are the Games Worth the Wait?

Two major Nintendo 64 titles recently found their way into the highly impregnable *Wizard* video game laboratories. The technical analysis has been digested and the results are indisputable—Nintendo has indeed delivered the goods. *Turok: Dinosaur Hunter*, and *Shadows of the Empire* are all superior to comparable PlayStation and Saturn games.

TUROK: DINOSAUR HUNTER

MANUFACTURER: ACCLAIM
SUGGESTED RETAIL: $79.99, available now

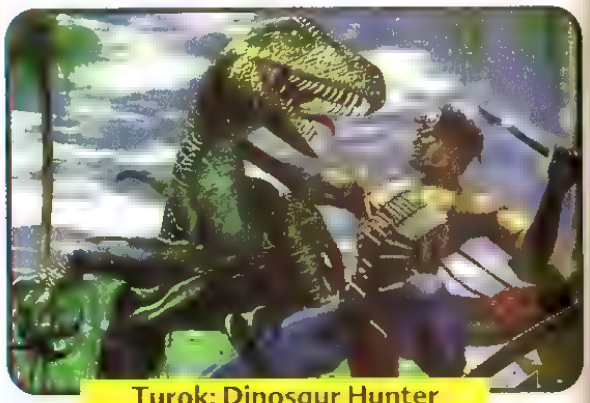
Turok: Dinosaur Hunter takes after the current Acclaim comic book version of the new Son of Stone. The "real" Turok has retired and Joshua Fireseed has assumed the mantle of Earth's protector. He's also the star of this difficult *DOOM*-clone. *Turok* features a first-person perspective, winding 3-D environment and a slew of weapons ranging from the mundane to the highly explosive. *Turok's* got all the *DOOM* clichés down pat.

Despite the fact that *Turok* is completely derivative, it heaps on the polish and winds up as a superior entity—better weapons, fiercer enemies and lush graphics set *Turok* apart from the pack of first-person shooters. The game also sports some of the most radical nuclear explosion effects ever seen. *Turok* simply out*DOOM*s *DOOM*.

The game offers players an interesting twist in the area of control: Turok's movement is controlled by the four camera buttons, while the analog joystick controls aiming and the camera's view. This configuration seems odd at first, but you soon grow accustomed to the game's setup.

We have one beef, though, as the user progresses through the game, way too much jumping is required to see Turok through to the end. Game designers take note: with no sense of perspective (these games are not *really* in 3-D), timing a jump can be quite frustrating and detracts from gameplay. We suggest laying off the many leaping tests and focusing more on dino-destruction and intricate storylines.

Turok's goals are overly simple: collect the game's keys to progress through eight levels. Players must also explore the "Lost Land" and pick up hidden pieces of the Chronoscepter. This Chronoscepter is (What else?) an apparatus of ultimate



Turok: Dinosaur Hunter

More Turok for N64

estruction and a potent weapon gainst the end boss, the evil ampaigner. The Chronoscepter also happens to be the coolest weapon in the history of video games—it creates tears in the fabric of time.

Acclaim has finally come up with a fun action-packed game, s *Turok* is definitely worth its efty price tag.

And to make this cool game even cooler, we've unearthed the most powerful cheat code vailable. Enabling this cheat code gives a player unlimited ammo, nvincibility and full access to all the weapons. At the main options screen, simply punch in RBNSMTH, and go to cheat menu to install.

SHADOWS OF THE EMPIRE

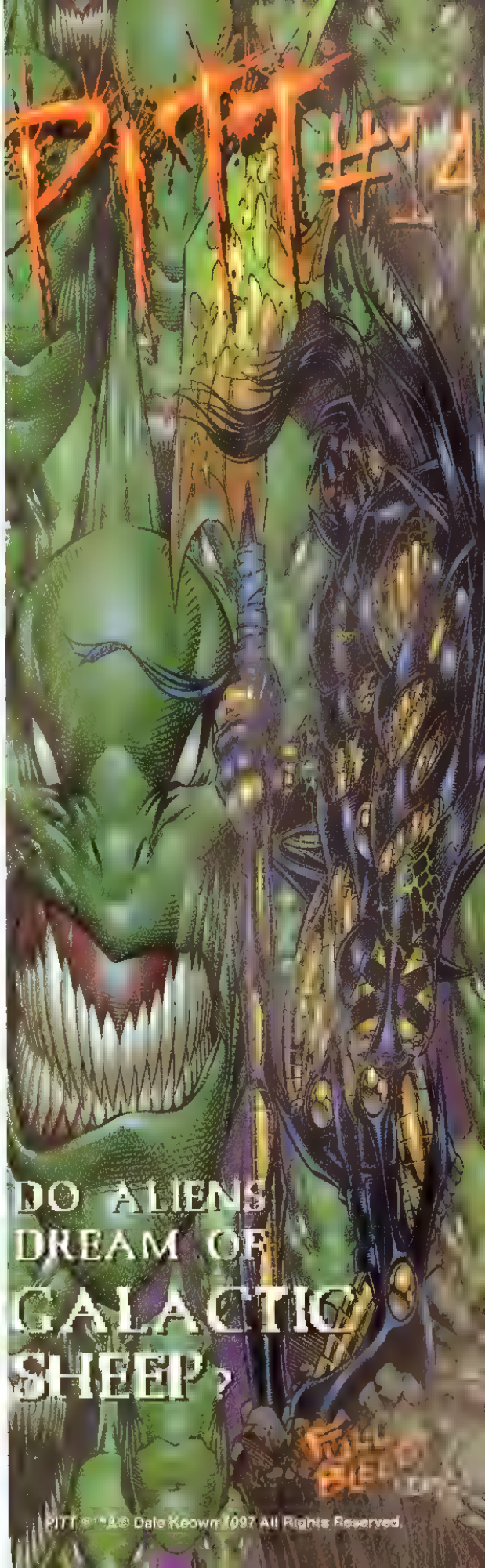
MANUFACTURER: LucasArts/ Nintendo

SUGGESTED RETAIL: $79.99, available now

We've covered *Shadows of the Empire* extensively in past columns, but have only now received a finished version to eview. *Shadows* had a limited olday release, resulting in desperate parents shelling out $200 for a copy. Nintendo will probably wind up overproducing this cartridge, and it will be readily available used—so if you have some patience, you can probably save yourself forty bucks or so.

The finished version of *Shadows* was identical to the beta copy we sampled earlier. Despite *Shadows* being a great game, it nonetheless suffers in comparison to *Turok*. *Shadows*' first level is one of the most perfectly executed sequences in all of video gaming—a wonderful recreation of the Hoth AT-AT battle (from "The Empire Strikes Back"), which puts the player at the helm of a Rebel Snowspeeder. Sadly, after the first level, *Shadows* goes into a first-person shooter mode that is entertaining, but is definitely no *Turok*.

Star Wars: Shadows of the Empire



THE TOY CHEST

THE DARK KNIGHT RETURNS

The Bat is back...and this time he's brought along a few friends.

With **"Batman & Robin"** all set to rock theaters this summer, Kenner is gearing up to release a whole slew of new Bat-product to celebrate this fourth Batman film in the mega-popular Warner Bros. franchise.

And let's not forget Batman: Total Justice, Legends of the Dark Knight and Batman: D.U.O. Force—the rest of Kenner's Caped Crusading lineup. In 1996, Kenner announced it had produced 100 separate Batman figures since securing the Bat-license from DC Comics in 1984. And with all of 1997's releases, that number just may hit the bicentennial mark soon.

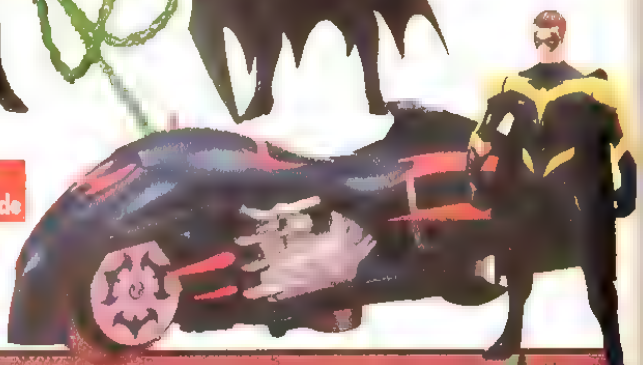
BATMAN AND ROBIN

Kenner's action figures based on "Batman & Robin" sport variations on (count 'em) three heroes *and* three villains, with nifty action features and specialized weapons devoted to each. In the basic figure assortment, expect the heroes to include Hover Attack Batman, Heat Scan Batman, Battle Gear Bruce Wayne, Snowtracker Batman,

Batgirl's Ice Strike Cycle

Jungle Venom Poison Ivy

Batgirl


Robin's Redbird Cycle

Mr. Freeze

Bane

Wayne Manor Bat-Cave Command

BY SCOTT BEATTY

iceboard Robin, Razor Skate Robin, Blade Blast Robin and **Batgirl**!

On the side of the villains, look for **Mr. Freeze**, Frost Bite, Iceblast Mr. Freeze, **Jungle Venom Poison Ivy** and **Bane**

Batman and Robin two-packs will feature variations on the film's heroes and villains, including: Challengers of the Night (Batman & Robin), Battle of Brain vs. Brawn (Batman & Bane) and Nighthunter Robin vs. Evil Entrapment Poison Ivy.

Kenner's Deluxe Action Figure assortments will sport mini-assault vehicles with exclusive figures, including: Roof Pursuit Batman, Glacier Battle Robin, Blast Wing Batman and Ice Terror Mr. Freeze.

For the motorcycle set (vehicles with figures), check out Robin's Redbird Cycle and Batgirl's Ice Strike Cycle. Meanwhile, the Caped Crusader gets two nifty vehicles to fight the good fight: a newly designed Batmobile with powerful ice shatter missile and extending vine attack blades, as well as the Iceglow Bathammer with flashing strobe attack and dual meltdown missiles.

And if you're looking for a place that your figures can call their own, just check out the Wayne Manor Batcave Compound which features kick-crash table, breakthrough skylight, computer command console, secret passages and quick-change vault to change Bruce Wayne into Batman! Other Batman and Robin playsets include Mr. Freeze's Ice Fortress with shooting weapons, as well as Freeze's Cryo-Freeze Chamber, with a cryogenic chamber to put the heroes on ice... BRRRRRR!

LEGENDS OF THE DARK KNIGHT

Picking up where Legends of Batman left off, **Legends of the Dark Knight** also features weird "Elseworlds" versions of Batman and his rogues gallery. However, this line focuses on just one world—a twisted parallel universe controlled by the Dark Knight's freakish foes. Scaled up to 6 1/2 to 7 inches in height, this year's Legends assortment includes Glacier Shield Batman, Bat Attack Batman, Panther Prowl Catwoman and **Laughing Gas Joker**.

Shaq comes to life as Mobile Barrier Steel

MEN OF STEEL

If you think the Dark Knight's got a big year planned, check out what Kenner has in store for that other popular DC Comics superhero.. Superman! These days, the Man of Tomorrow is lookin' a little blue with his new costume and powers. However, Kenner's animated **"Superman"**-inspired action figures keep Supey's classic red, yellow and blue union suit intact, with a few action modifications. Though many of the figures have already begun shipping, 1997's remaining assortments will include the following variations on the Man of Steel: Capture Claw Superman, Anti-Kryptonite Superman, Fortress of Solitude Superman, Strong Arm Superman, **Supergirl** (WHOO-HOO!), Capture Cape Superman, **Metallo** and **Omega Blast Darkseid**.

Deluxe Figure Assortments will include City Camo Superman and Techno Armor Superman.

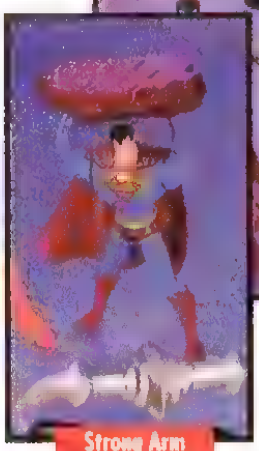
And finally, the **Superman Animated Space Pod**—the spaceship that brought Superman to Earth—includes a deployable capture claw, launching deep-space probe and pop-out wings for hyper-space travel.

While Super-fans eagerly await a new Superman feature film (already in the works), NBA star Shaquille O'Neal jumps into theaters as DC Comics' other Man of Steel..."**Steel**"! In support of the film, Kenner's new action figure line features characters and power accessories. Keep your eyes peeled for **Steel** (a.k.a. John Henry Irons), Armor Up Steel, Power Gauntlet Steel, Vapor Trail Steel, Lt. Sparks and Shell Shock Burke. Deluxe figures will include Electromagnetic Steel and Mobile Barrier Steel.

And if you're looking for vehicles, the Steel Assault Cycle with Blast Hammer Steel Figure features a blasting "hammer" missile and exclusive Steel figure.

Fortress of Solitude Superman

Anti-Kryptonite Superman


Strong Arm Superman

Omega Blast Darkseid

STAR WARS UPDATE

Last month, "Toy Chest" previewed many of Kenner's new **Star Wars: Power of the Force** offerings for 1997. Here's a look at a few of the new action figures and accessories we didn't show: Luke Skywalker in Ceremonial Outfit, Weequay, the deluxe Hoth Rebel Soldier with Anti-Vehicle Laser Gun and the new *Millennium Falcon* Carrycase with exclusive Wedge Antilles Figure!

GALOOB'S LI'L FORCES

Awarded the distinction of "Licensee of the Year" in 1996 for its Star Wars toys, Galoob celebrates the 20th anniversary of Star Wars in 1997 with the release of two exciting playsets utilizing its Double Takes technology. First up is ***Death Star* Double Takes**, a basketball-sized replica of the dreaded Imperial Battle Station, which unfolds to reveal various "Star Wars: A New Hope" scenes set on Tatooine, including the Mos Eisley Cantina and the Lars Homestead, which features a "flip-over" sand patch with the charred corpses of Aunt Beru and Uncle Owen. You asked for 'em, and you got 'em, kiddies! The playset comes with moving features, five authentic figures and the *Millennium Falcon*—all packaged in a box featuring new cover art by Ralph McQuarrie, the concept artist who brought much of the Star Wars Universe to life

Similarly, McQuarrie contributes cover art to the **Yavin Rebel Base**, a playset with fold-out hangar, starfighters and working cargo crane, simulating the final battle scene from "Star Wars: A New Hope."

From left: Commander Riker, Lt. Commander Worf, Captain Picard and the Borg head up Star Trek: Combat Action

Left to right: Edith Keeler, Captain Crusher, Harry Mudd, Dax in Dress Uniform, Leeta, Sisko as Klingon

Left to right: Harry Mudd, Gorn, Kirk, McCoy in Dress Uniform, Crusher from Generations, Captain Sisko, Mugatu, Paris from Thresholds

NEW TREK!

Playmates continues its mega-popular Star Trek lines with a new addition, **Star Trek: Combat Action**—6-inch figures with spring-activated action features. The lineup includes: Commander Riker (w/ Phaser Draw Action and Firing Phaser Rifle), Lt. Commander Worf (w/ Bat'telh Combat Action and Firing Klingon Rifle), Captain Picard (w/ Fencing Action and Firing Phaser Rifle), the Borg (w/ Firing Arm and Mechanical Grab Action) and Q (w/ Fencing Action and Firing Musket).

1997's standard 5-inch Star Trek assortments will include a variety of classic and recent Trek characters, including: **Edith Keeler** (Joan Collins from "City on the Edge of Forever"), Captain Crusher, Koloth, Ilia, Dax in Dress Uniform, Leeta, Sisko as Klingon, **Harry Mudd**, Gorn, Kurn, Kirk from "The Tholian Web," McCoy in Dress Uniform, Crusher from "Generations," Professor Data, Captain Sisko, Mugatu, Paris from "Thresholds," Seska as Cardassian, Swarm Alien, **Spock from "Mirror, Mirror,"** O'Brien from "Trials and Tribble-ations," Sisko from "Trials and Tribble-ations," Dax from "Trials and Tribble-ations," Odo from "Trials and Tribble-ations," Bashir from "Trials and Tribble-ations," Cadet Troi, Cadet Data and Cadet Crusher.

And finally, the Star Trek: Deep Space Nine and Star Trek: Voyager lines have all-new 9-inch figures in store this year, including: Dr. Julian Bashir, Odo, Lt. Tuvok, Captain Kathryn Janeway, Lt. Tom Paris, Doc, Ensign Harry Kim, Lt. B'Elanna Torres and Commander Chakotay. W

ToyFare *Editor Scott Beatty can't believe Lucasfilm changed the Ewok song at the end of "Return of the Jedi: The Special Edition." "Celebrate the Love" had a good beat…and even Lando could dance to it!*

WISH LIST

THE TO ACTION FIGURE THAT WIZARD WANTS TO [illegible]

Keep sending them Top 10 lists! You've already made a difference! Drop us a note with your "dream figures" at

c/o Wizard Press
151 Wells Avenue
Congers, NY 10920

Or e-mail us at
WizardTOY@aol.com

the Wizard ACTION FIGURE Price Guide

The toys in this guide are priced as follows: prices listed on the left are for mint in package (MIP), meaning that the toys have never been removed from their original packaging; items not in any packaging (loose) or missing any of their original accessories vary significantly and are generally worth the prices listed on the right. A listing marked with a •• means that particular figure has not been released yet from the manufacturer. In some cases, these figures are cancelled, and thus, never released.

Remember, this is only a guide, and prices can vary for a variety of reasons, including local scarcity.

BATMAN

ADVENTURES OF BATMAN & ROBIN

KENNER (1996-1997)

Bane	15.00	3.00
Bola Trap Batman	8.00	1.75
Cyber Gear Batman	8.00	1.75
Disaster Control Batman		••
Glider Robin	12.00	2.50
Hover Jet Batman	8.00	1.75
Paraglide Batman	8.00	1.75
Pogo Stick Joker	10.00	2.25
Ra's Al Ghul	12.00	2.50
Radar Scope Batman	8.00	1.75
Rocketpak Batman	8.00	1.75
Supersonic Batman		••

ADVENTURES OF BATMAN & ROBIN: CRIME SQUAD

KENNER (1996-1997)

Bomb Control Batman	8.00	1.75
Fast Pursuit Batman	8.00	1.75
Skycopter Batman (Dlx)	12.00	3.00
Tri-Wing Batman (Dlx)	12.00	3.00

ADVENTURES OF BATMAN & ROBIN: CRIME SQUAD (VEHICLES & ACCESSORIES)

KENNER (1996-1997)

Night Sphere with Batman Figure	30.00	7.00

ADVENTURES OF BATMAN & ROBIN: D.U.O. FORCE

KENNER (1997-CURRENT)

Air Strike Robin	10.00	2.25
Cycle Thruster Batman		••
Harley Quinn		••
Hydro Storm Robin		••
The Joker (machine gun & bomb)		••
Mr. Freeze	10.00	2.25
Roto Chopper Riddler		••
Wind Blitz Batgirl		••
Turbo Surge Batman	10.00	2.25
Vector Wing Batman	10.00	2.25

BATMAN ANIMATED SERIES

KENNER (1992-1995)

Anti-Freeze Batman	10.00	2.25
Bane	18.00	3.50
Bola Trap Robin	10.00	2.25
Bruce Wayne	20.00	4.00
Catwoman	28.00	6.00
Clayface	20.00	5.00
Combat Belt Batman	30.00	6.00
Cyber Gear Batman	8.00	1.75
Dick Grayson/Robin	16.00	4.00
Glider Robin	15.00	3.00
Ground Assault Batman	10.00	2.25
High Wire Batman	10.00	2.25
Infrared Batman	10.00	2.25
Joker (laughing gas)	22.00	4.00
Killer Croc	22.00	5.00
Knightstar Batman	10.00	2.25
Lightning Strike Batman	10.00	2.25
Man-Bat	20.00	5.00
Mech-Wing Batman	10.00	2.25
Mr. Freeze	20.00	5.00
Ninja Robin	15.00	4.00
Penguin	75.00	18.00
Poison Ivy	35.00	10.00
Power Vision Batman	15.00	3.50
Radar Scope Batman	8.00	1.75
Rapid Attack Batman	10.00	2.00
Riddler	35.00	7.00
Robin	18.00	4.00
Scarecrow	22.00	5.00
Sky Dive Batman	12.00	3.00
Tornado Batman	10.00	2.25
Turbojet Batman	18.00	4.00
Two-Face	25.00	5.00

BATMAN ANIMATED SERIES (VEHICLES & ACCESSORIES)

KENNER (1992-1995)

15-Inch Ultimate Batman	25.00	6.00
Aero Bat	15.00	4.00
B.A.T.V. Vehicle	12.00	3.00
Bat-Signal Jet	15.00	4.00
Batcave Command Center	50.00	15.00
Batcycle	12.00	3.00
Batmobile	35.00	8.00
Batplane	25.00	6.00
Bruce Wayne Street Jet	40.00	11.00
Electronic Crime Stalker	15.00	4.00
Hoverbat	15.00	4.00
Hydro Bat	10.00	2.25
Ice Hammer	15.00	4.00
Jokermobile	25.00	6.00
Ninja Power Pack (two-figure set; Batman & Robin)	20.00	5.00
Robin Dragster	310.00	110.00

BATMAN ANIMATED SERIES CRIME SQUAD

KENNER (1995)

Air Assault Batman	8.00	1.75
Land Strike Batman	8.00	1.75
Piranha Blade Batman	6.00	1.50
Sea Claw Batman	6.00	1.50
Sky Blast Robin	6.00	1.50
Stealthwing Batman	6.00	1.50
Torpedo Batman	6.00	1.50

BATMAN ANIMATED SERIES CRIME SQUAD (VEHICLES & ACCESSORIES)

KENNER (1995)

Batcycle (with purple & silver bike)	12.00	3.00
Triple Attack Jet	15.00	4.00

BATMAN: LEGENDS OF BATMAN

KENNER (1994-1996)

Buccaneer Batman	12.00	3.00
Catwoman	18.00	3.50
Crusader Batman	12.00	2.50
Crusader Robin	10.00	2.25
Cyborg Batman	12.00	2.50
Dark Rider Batman	16.00	4.00
Dark Warrior Batman	9.00	2.00
Desert Knight Batman (Dlx)	12.00	3.00
Energy Surge Batman (Dlx)	12.00	3.00
First Mate Robin	12.00	3.00
Flightpack Batman (Dlx)	12.00	3.00
Future Batman (no bat symbol)	15.00	4.00
Future Batman (with bat symbol)	10.00	2.25
Gladiator Batman	10.00	2.25
Joker (snapping jaw)	15.00	4.00
Knightquest Batman	12.00	3.00
Knightsend Batman	10.00	2.25
Laughing Man Joker	10.00	2.25
Long Bow Batman	8.00	2.00
Nightwing Robin	10.00	2.25
Power Guardian Batman	10.00	2.25
Riddler (with Firma Question Mark Launcher)	10.00	2.25
Samurai Batman	8.00	2.00
Silver Knight Batman (Dlx)	10.00	2.25
Ultra Armor Batman	14.00	3.50
Viking Batman	8.00	2.00

BATMAN: LEGENDS OF BATMAN WARNER BROTHERS EXCLUSIVES (METALLIC RE-PAINTS)

KENNER (1995-1996)

Crusader Batman	18.00	4.00
Crusader Robin	15.00	4.00
Cyborg Batman	20.00	5.00
Dark Warrior Batman	18.00	4.00
Future Batman	20.00	5.00
Knightquest Batman	20.00	5.25
Long Bow Batman	12.00	3.00
Nightwing Robin	20.00	5.25
Power Guardian Batman	20.00	5.00
Riddler	18.00	4.75
Samurai Batman	12.00	3.00
Viking Batman	12.00	3.00

BATMAN: LEGENDS OF BATMAN (VEHICLES & ACCESSORIES)

KENNER (1994-1996)

13-inch Ultimate Knightquest Batman	20.00	5.00
100th Edition Batman	60.00	25.00
Batcycle	12.00	3.00
Batmobile	25.00	6.00
Batman vs. Catwoman (12-inch two-pack, Toys R Us exclusive)	60.00	25.00
Egyptian Batman vs. Egyptian Catwoman (two-pack)	18.00	4.00
Pirate Batman vs. Pirate Two-Face (two-pack)	18.00	4.00
Skybat	15.00	3.25

BATMAN: LEGENDS OF THE DARK KNIGHT

KENNER (1997-CURRENT)

Assault Gauntlet Batman	8.00	1.75
Bat Attack Batman		••
Dive Claw Robin	8.00	1.75
Glacier Shield Batman		••
Laughing Gas Joker (exploding decoy suit)		••
Lethal Impact Bane	15.00	4.00
Neural Claw Batman	8.00	1.75
Panther Prowl Catwoman (titanium exoskeleton)		••
Spline Cape Batman	8.00	1.75
Twister Spike Scarecrow	20.00	5.00

BATMAN: LEGENDS OF THE DARK KNIGHT (VEHICLES & ACCESSORIES)

KENNER (1997-CURRENT)

Sky Wing Street Bike (with Batman figure)	12.00	3.00

BATMAN: MASK OF THE PHANTASM-ANIMATED MOVIE

KENNER (1993-1994)

Decoy Batman	12.00	3.00
Jet Pack Joker (green face)	25.00	6.00
Jet Pack Joker (white face)	20.00	5.00
Phantasm	35.00	7.00
Rapid Attack Batman	12.00	3.00
Retro Batman	10.00	2.25
Tornado Batman	12.00	3.00
Total Armor Batman	12.00	3.00

BATMAN: TOTAL JUSTICE

KENNER (1996-CURRENT)

Aquaman (black armor)	15.00	4.00
Aquaman (gold armor)	15.00	4.00
Batman	8.00	1.75
Black Lightning		••
Darkseid	10.00	2.25
Despero	8.00	1.75
Fractal Armor Batman	8.00	1.75
Green Arrow		••
Hawkman	8.00	1.75
Huntress		••
Flash	10.00	2.25
Green Lantern	10.00	2.25
Parallax		••
Robin	8.00	1.75
Superman (w/Kryptonite)	8.00	1.75
Total Justice Batman (mail-away)		••
Total Justice Superman (mail-away)		••

BATMAN MOVIES

BATMAN: DARK KNIGHT COLLECTION

KENNER (1990-1991)

Blast Shield Batman (Dlx)	30.00	7.00
Bruce Wayne Batman	20.00	4.00
Claw Climber Batman (Dlx)	30.00	7.00
Crime Attack Batman	20.00	4.00
Iron Winch Batman	20.00	4.00
Knock-Out Joker	75.00	25.00
Night Glider Batman (Dlx)	40.00	1.00
Powerwing Batman	30.00	7.00
Shadow Wing Batman	20.00	4.00
Sky Escape Joker	28.00	6.00
Tec-Shield Batman (black backpack)	30.00	7.00
Tec-Shield Batman (gold backpack)	20.00	4.00
Thunderwhip Batman	30.00	7.00
Wall Scaler Batman	20.00	4.00

BATMAN: DARK KNIGHT COLLECTION (VEHICLES & ACCESSORIES)

KENNER (1990-1991)

Batcopter	45.00	12.00
Batcycle	25.00	6.00
Batjet	40.00	8.00
Batmobile	35.00	7.50
Bola Bullet	20.00	5.00
The Joker Cycle	25.00	6.00
Skybiade (Canada only)	50.00	13.00
Strikewing	20.00	5.00
Turbojet Batwing	40.00	8.00

BATMAN RETURNS

KENNER (1990-1993)

Aero Strike Batman	12.00	2.50
Air Attack Batman	12.00	2.50
Arctic Batman	15.00	4.00
Bola Strike Batman (Toys R Us exclusive)	25.00	6.00
Bruce Wayne	18.00	4.00
Catwoman	25.00	6.00
Claw Climber Batman (Toys R Us exclusive)	35.00	8.00
Crime Attack Batman	15.00	4.00
Deep Dive Batman	15.00	4.00
Fireball Batman	50.00	3.00
Hydro Charge Batman	10.00	2.25
Jungle Tracker Batman	10.00	2.25
Laser Batman	15.00	4.00
Night Climber Batman	10.00	2.25
Penguin Commandos	15.00	4.00
Penguin	40.00	1.00
Polar Blast Batman (Toys R Us exclusive)	25.00	6.00
Powerwing Batman	18.00	4.50
Robin	20.00	5.00
Rocket Blast Batman	45.00	12.00
Shadow Wing Batman	15.00	4.00
Sky Winch Batman	15.00	4.00
Thunderwhip Batman	15.00	4.00

BATMAN RETURNS (VEHICLES & ACCESSORIES)

KENNER (1990-1991)

15-inch Batman	50.00	13.00
Batcave Command Center	50.00	13.00
Batmissile Batmobile	65.00	15.00
Batmobile	55.00	15.00
Batskiboat	50.00	13.00
Bruce Wayne Custom Coupe	35.00	7.00
Camo Attack Batmobile (with Batman figure)	30.00	7.00
Laser Blade Cycle	22.00	5.50
Penguin Umbrella Jet	35.00	7.00
Robin Jet Foil Cycle	35.00	7.00
Sky Blade	40.00	8.00
Sky Drop Airship	30.00	7.00
Turbojet Batwing	40.00	11.00

BATMAN FOREVER

KENNER (1995-1996)

Attack Wing Batman (Dlx)	12.00	3.00
Boomerang Batman	10.00	2.25
Blast Cape Batman (deflectors are 1/2 yellow, 1/2 black)	15.00	4.00
Blast Cape Batman (deflectors are 3/4 yellow, 1/4 black)	10.00	2.25
Bruce Wayne/Batman (Target exclusive)	12.00	3.00
Fireguard Batman	8.00	1.75
Hydro Claw Robin	8.00	1.75
Ice Blade Batman	10.00	2.25
Laser Disc Batman (Dlx)	15.00	4.00
Light Wing Batman (Dlx)	12.00	3.00
Manta Ray Batman	10.00	2.25

BIG SHOT

HYDRO-MAN VS. MOSES

Spider-Man Animated Series (Toy Biz)

It's no secret that Spider-Man has one of the biggest (and coolest) casts of villains in all comicdom. So why was a second-stringer like Hydro-Man made before a classic (And much more popular!) baddie like Sandman? Jesse Falcon, product manager at Toy Biz, explains that it boils down to who's been on Spidey's animated series. "Basically, [Hydro-Man's] been on 'Spider-Man'; Sandman *hasn't* been in the show. For the Spider-Man lines' villains and the sidekicks, we've pretty much tried to stay with only the characters [who have appeared] on the show. Hydro-Man has been in the show; that's why he came before Sandman." Okay ..now explain that funky Swarm figure...

Martial Arts Robin (Dlx)	12.00	3.00
Neon Armor Batman	12.00	3.00
Night Flight Batman	10.00	2.25
Night Hunter Batman (claw accessories at bottom of blister)	8.00	1.75
Night Hunter Batman (claw accessories at top of blister)	15.00	1.75
Nightwing (Dlx)	15.00	4.00
Power Beacon Batman	8.00	1.75
Recon Hunter Batman	8.00	1.75
The Riddler (trapping brain-drain helmet, green body w/black ?s)	12.00	3.00
The Riddler (repaint: Target exclusive)	12.00	3.00
The Riddler (2nd-blasting question mark bazooka, black body with green ?s)	12.00	3.00
Keyboard Robin	10.00	2.00
Shield Batman	8.00	1.75
Biker Robin	10.00	2.25
Street Racer Batman	8.00	1.75
Talking Riddler (Dlx)	15.00	4.00
Street Racer Robin (Target exclusive)	12.00	3.00
Transforming Bruce Wayne	10.00	2.25
Transforming Dick Grayson (black mask)	18.00	4.00
Transforming Dick Grayson (bronze cape)	15.00	3.00
Transforming Dick Grayson (white mask)	10.00	2.25
Triple Strike Robin	10.00	2.25
[illegible]	15.00	3.00
Wing Blast Batman	8.00	1.75

BATMAN FOREVER (VEHICLES & ACCESSORIES)

KENNER (1995-1996)

[illegible] Ultimate Batman Forever	20.00	5.00
[illegible]nch Batman Plush Doll	20.00	5.00
[illegible] Robin Plush Doll	30.00	7.00
[illegible] Shooter	20.00	5.00
[illegible]	20.00	5.00
Batcave	30.00	7.00
Batmobile Power Center Playset	25.00	6.25
Batwing	25.00	6.25
Electronic Batmobile	32.00	7.00
Guardians of Gotham City (Batman & Robin; two-pack)	15.00	4.00
Radio-Controlled Batmobile	25.00	6.00
[illegible] Cycle	15.00	4.00
[illegible] Batman Doll	20.00	5.00
Triple Action Movie Vehicle	25.00	6.00
Two-Face & The Riddler (two-pack)	20.00	4.00
Wayne Manor Batcave Compound	50.00	10.00

DC COMICS SUPER HEROES

TOY BIZ (1989-1990)

Aquaman (green arm)	25.00	6.00
[illegible]man	20.00	5.00
[illegible] (Keaton face)	18.00	4.50
[illegible]man (square jaw)	15.00	4.00
Batman (round face)	15.00	4.00
Bob the Goon	20.00	5.00
Flash (without logo)	15.00	4.00
Flash (2nd-with "Flash" logo)	15.00	4.00
Flash (2nd-w/Turbo Platform)	20.00	5.00
Green Lantern	30.00	7.00
Hawkman	28.00	6.50
Joker (with hair cut)	30.00	7.00
Joker (without hair cut)	18.00	4.50
Lex Luthor	15.00	4.00
Mr. Freeze	20.00	5.00
Penguin (fires 1 1/4-inch missiles)	40.00	10.00
Penguin (fires 3 3/4-inch missiles)	30.00	7.00
Penguin (fires umbrella top)	15.00	4.00
Penguin (with tails)	15.00	4.00
Penguin (without tails)	12.00	3.00
Riddler	20.00	5.00
Robin	15.00	4.00
Superman	45.00	13.00
Two-Face	18.00	4.00
Wonder Woman	20.00	5.00

DC COMICS SUPER HEROES (VEHICLES & ACCESSORIES)

TOY BIZ (1989-1990)

[illegible]	40.00	11.00
[illegible]	30.00	7.00
Batmobile (with cocoon)	75.00	25.00
Batmobile (without cocoon)	60.00	20.00
Batmobile (2nd-w/turbo sound)	15.00	4.00
Batmobile (3rd-remote-controlled, 8-inch)	35.00	8.00
Batmobile (4th-remote-controlled, 12-inch)	75.00	25.00
Batwing	75.00	25.00
Joker Cycle	25.00	6.00
Joker Van	50.00	13.00

FANTASTIC FOUR

TOY BIZ (1994-1995)

Annihilus	8.00	1.75
Atlurna	9.00	2.00
Black Bolt	8.00	1.75
Blastaar	7.00	1.50
Dr Doom	7.00	1.50
Dragon Man	7.00	1.50
Firelord	7.00	1.50
Gorgon	7.00	1.50
Human Torch (Glow-in-the dark flames, repaint: Silver Surfer)	22.00	5.00
Human Torch (2nd-Flame-on sparking action)	10.00	2.25
Invisible Woman (repaint: Spider-Woman)	30.00	7.00
Invisible Woman (2nd-clear body)	15.00	4.00
Johnny Storm (orange base)	10.00	2.25
Johnny Storm (yellow base)	10.00	2.25
Medusa	5.00	4.00
Mole Man	9.00	2.00
Mr Fantastic	10.00	2.25
Namor	10.00	2.25
Psycho Man	10.00	2.25
Silver Surfer	12.00	3.00
Super Skrull	10.00	2.25
Tenax	6.00	1.50
Thanos	8.00	1.75
The Thing	10.00	2.25
The Thing II (with undercover disguise)	8.00	1.75
The Thing III (in sleeveless pumpsuit)	8.00	1.75
Triton	7.00	1.50
Wizard	8.00	1.75

FANTASTIC FOUR (VEHICLES & ACCESSORIES)

TOY BIZ (1994-1995)

14-inch Galactus	20.00	5.00
14-inch Talking Thing	20.00	5.00
Fantastiscar	35.00	8.00
Mr Fantastic's Sky Shuttle	15.00	4.00
Thing's Sky Cycle	15.00	4.00

GENERATION X

TOY BIZ (1995)

Chamber	6.00	1.50
Emplate	6.00	1.50
Jubilee	10.00	2.25
Penance	8.00	1.75
Phalanx	6.00	1.50
Skin (gold headset)	8.00	2.00
Skin (silver headset)	10.00	2.25

Becomes X-Men: Generation X

INCREDIBLE HULK

TOY BIZ (1996-1997)

Abomination (black accessories)	10.00	2.25
Abomination (repaint: purple shorts, cape, and gun, 50,000 ed.)	8.00	1.75
Grey Hulk (Battle Ravaged; green tie and hat band, black gloves)	8.00	1.75
Grey Hulk (Battle Ravaged: repaint 50,000 ed.: blue tie and hat band, white gloves)	8.00	1.75
Leader (accessories are silver/black)	8.00	1.75
Leader (repaint; accessories are black/silver reverse, 50,000 ed.)	8.00	1.75
Rampaging Hulk (black hair)	8.00	1.75
Ramagama Hulk (repaint: green hair 50,000 ed.)	8.00	1.75
Savage Hulk (Green)	8.00	1.75
Savage Hulk (repaint: 50,000 ed.)	8.00	1.75
She-Hulk (purple costume)	15.00	3.25
She-Hulk (repaint: Fantastic Four costume, 50,000 ed.)	8.00	1.75
Transforming Hulk	8.00	1.75

IRON MAN

TOY BIZ (1994-1996)

Argent (7-inch dragon)	8.00	2.00
Aureus (7-inch dragon)	8.00	2.00
Backlash	7.00	1.50
Blizzard	15.00	4.00
Century	10.00	2.25
Crimson Dynamo	10.00	2.25
Dark Aegis (prototype only)		••
Dreadknight	10.00	2.25
Fin Fang Foom (7-inch dragon)	8.00	2.00
Grey Gargoyle	7.00	1.50
Hawkeye	12.00	2.00
Hulk Buster Iron Man	8.00	1.75
Iron Man (Phasing Cannon,	10.00	1.75
Iron Man Arctic Armor	8.00	1.75
Iron Man Hologram Armor	8.00	1.75
Iron Man Hydro Armor	8.00	1.75
Iron Man Inferno	8.00	1.75
Iron Man Lava Armor (prototype only)		••
Iron Man Magnetic Armor (prototype only)		••
Iron Man Radiation Armor (prototype only)		••
Iron Man Samurai	8.00	1.75
Iron Man Space Armor	8.00	1.75
Iron Man Stealth Armor	8.00	1.75
Iron Man Subterranean Armor	8.00	1.75
Living Laser (prototype only)		••
Mandarin	7.00	1.50
Modok	8.00	1.75
Spider-Woman	15.00	3.00
Titanium Man	8.00	2.00
Tony Stark (I.M. Armor)	7.00	1.50
War Machine (shoulder mount)	10.00	2.00
War Machine II (double-barrel missile launcher)	8.00	2.00
Whirlwind	15.00	4.00

MARVEL HALL OF FAME PUZZLE ZOO EXCLUSIVES (SERIES 1)

TOY BIZ (1996)

Colossus (repaint & redecorated)	8.00	1.75
Daredevil (red costume)	8.00	1.75
Deadpool (repaint)	8.00	1.75
Invisible Woman (vanishing color action, purple costume)	10.00	2.25
Rhino (repaint)	8.00	1.75

MARVEL HALL OF FAME PUZZLE ZOO EXC. (SERIES 2; SHE-FORCE)

TOY BIZ (1996)

Black Queen (White Queen re-deco)	10.00	2.25
Jean Grey (Domino re-deco)	10.00	2.25
Ms. Marvel Universe (Medusa re-deco)	10.00	2.25
Spider-Woman (new costume)	8.00	1.75
Storm (black)	10.00	2.25

MARVEL HALL OF FAME PUZZLE ZOO EXCLUSIVES (SERIES 3)

TOY BIZ (1996)

Iceman (color-changing)	10.00	2.25
Invisible Woman (repainted Spider-Woman body, blue costume)	10.00	2.25
Spider-Man (black costume, multi-poseable)	8.00	1.75
Venom (flicking tongue)	8.00	1.75
Wolverine (Wolverine 2nd (from X-Men, w/Wolverine 3rd head & mask)	8.00	1.75

LI'L SHOT

PHANTASM

Batman: Mask of the Phantasm- Animated Movie

Current prices: $35.00/$7.00

MARVEL MUTANT MONSTERS (6-INCH SOUND & ACTION)

TOY BIZ (1996-CURRENT)

Dark Beast	12.00	3.00
Sugar Man	12.00	3.00
Werewolf Wolverine	12.00	3.00

MARVEL OVERPOWER POWERSURGE INVINCIBLES (KAY-BEE EXCLUSIVE)

TOY BIZ (1996-CURRENT)

Adam Warlock	12.00	3.00
Bone Claws Wolverine	8.00	2.00
Night Armor Iron Man	8.00	2.00
Scarlet Spider	8.00	2.00

MARVEL SUPER HEROES: COSMIC DEFENDERS

TOY BIZ (1990)

The Amazing Spider-Man (enemy-tracking tracer)	15.00	4.00
The Amazing Spider-Man (multi-pointed action poses)	15.00	4.00
Annihilus (anti-matter wing thrust)	15.00	4.00
Deathlok (hidden cyber-strength)	15.00	4.00
The Human Torch (fireball-flinging action)	18.00	4.00
Invisible Woman (catapult power launcher)	20.00	5.00
Invisible Woman (vanishing color action)	180.00	60.00
Mr Fantastic (5-way stretch)	20.00	5.00
The Silver Surfer (speed-surfing, chrome finish)	15.00	4.00
The Thing (pulverizing punch)	20.00	5.00
Venom (flicking tongue)	20.00	5.00

MARVEL SUPERHEROES

TOY BIZ (1990-1994)

The Amazing Spider-Man (real web-climbing action)	30.00	7.00
The Amazing Spider-Man (real web-shooting action)	30.00	7.00
Captain America (with shield launcher)	20.00	5.00
Daredevil (extending billy club, red body)	60.00	25.00
Daredevil (exploding grapple hook, red/black body)	10.00	2.25
Doctor Doom (featuring power driven weapons)	15.00	3.50
Dr Octopus (suction cup & grasping tentacles)	20.00	5.00
Green Goblin (with button on back)	45.00	10.00
Green Goblin (without button on back)	15.00	4.00
The Incredible Hulk (large Marvel logo card; w/crushing arm action)	18.00	4.00
The Incredible Hulk (small Marvel logo card; w/crushing arm action)	18.00	4.00
Iron Man (large Marvel logo card)	30.00	7.00
Iron Man (small Marvel logo card)	30.00	7.00
The Punisher (full weapon arsenal)	15.00	4.00
The Punisher (with cap-firing weapons)	15.00	3.50
The Silver Surfer (action surfboard)	25.00	6.00
Spider-Man (web-suction hands)	25.00	6.00
Thor (short hammer)	55.00	15.00
Thor (long hammer)	20.00	5.00
USAgent	10.00	2.25
Venom (squirts "alien liquid")	12.00	3.00
Venom (with "living skin" slime poses)	20.00	5.00

MARVEL SUPER HEROES (VEHICLES & ACCESSORIES)

TOY BIZ (1990-1994)

The Amazing Spider-Man Attack Tower	60.00	20.00
The Captain America Turbo Coupe	50.00	13.00
The Incredible Hulk Rage Cage (electronic)	40.00	11.00
Punisher Van	110.00	35.00
Spider-Man Dragster	50.00	13.00
Training Center	60.00	20.00

MARVEL SUPER HEROES SECRET WARS

MATTEL (1984)

Baron Zemo	30.00	10.00
Captain America	25.00	6.50
Constrictor (European issue)	75.00	25.50
Daredevil	30.00	10.00
Doctor Doom	15.00	5.00
Dr. Octopus	20.00	7.00
Electro (European issue)	100.00	33.00
Falcon	60.00	20.00
Hobgoblin	70.00	25.00
Iceman (European issue)	80.00	25.00
Iron Man	30.00	10.00
Kang	18.00	6.00
Magneto	20.00	7.00
Spider-Man (black costume)	75.00	25.50
Spider-Man (red and blue costume)	35.00	12.00
Wolverine (black claws)	190.00	75.00
Wolverine (silver claws)	80.00	25.00

MARVEL SUPER HEROES SECRET WARS (VEHICLES & ACCESSORIES)

MATTEL (1984)

Doom Chopper	75.00	25.00
Doom Cycle (with Dr. Doom figure)	50.00	13.00
Doom Cycle (without figure)	25.00	6.00
Doom Roller	25.00	6.00
Doom Star (with Kang)	45.00	12.00
Freedom Fighter	30.00	8.00
Gift Set (3-figure set)	100.00	34.00
Secret Message Pack	15.00	4.00
Star Dart (with Black Spider-Man)	70.00	20.00
Star Dart (with Dr. Doom)	35.00	8.00
Tower of Doom	35.00	8.00
Turbo Cycle	25.00	6.00

KEY: price went up | price went down | new figure | hot figure

the Wizard ACTION FIGURE Price Guide

Turbocopter (with Captain America) 75.00 25.00
Turbocopter 80.00 25.00
Twin-Pack (Captain America/Dr. Doom) 60.00 20.00

SAVAGE DRAGON

PLAYMATES (1995)
Barbaric 8.00 1.75
Battle Damage Dragon 10.00 2.00
Savage Dragon 8.00 1.75
She-Dragon (mohawk hair) 35.00 7.00
She-Dragon (long hair) 32.00 7.00

SPAWN (SERIES 1)

TODD TOYS (1994)
Clown (monster-head cut) 10.00 2.25
Clown (with Comic Book sticker) 10.00 2.25
Clown (repaint: human-head cut, with Comic Book) 10.00 2.25
Clown (repaint: human-head cut, on lightning card) 10.00 2.25
Clown (repaint: gold-colored version; Kay-Bee exclusive, released in '96) 10.00 2.25
Medieval Spawn (blue armor) 10.00 2.25
Medieval Spawn (with Comic Book sticker) 15.00 4.00
Medieval Spawn (repaint: black armor, with Comic Book) 25.00 6.00
Medieval Spawn (repaint: black armor on lightning card) 25.00 6.00
Medieval Spawn (repaint 2: pewter-colored version, Puzzle Zoo & Venture exclusive, 20,000 ed., released in '95) 25.00 6.00
Medieval Spawn (repaint 3: gold-colored version, Kay-Bee exclusive, released in '96) 20.00 5.00
Overtkill (turquoise costume, SK only on parking meter) 100.00 35.00
Overtkill (SK & TOC parking meter) 18.00 4.50
Overtkill (with Comic Book sticker) 20.00 5.00
Overtkill (repaint: dark green costume, with Comic Book) 15.00 4.00
Overtkill (repaint: on lightning card) 20.00 5.00
Overtkill (repaint 2: gold-colored version, Kay-Bee exclusive, released in '96) 20.00 5.00
Spawn (full-masked) 10.00 2.25
Spawn (with Comic Book sticker) 10.00 2.25
Spawn (repaint: unmasked "Hamburger Head" with Comic Book) 30.00 6.00
Spawn (repaint: unmasked "Hamburger Head" on lightning card) 25.00 6.00
Spawn (repaint 2: navy blue-colored, Diamond exclusive for WildStorm cards, 5,000 ed., released in '95) 110.00 35.00
Spawn (repaint 3: gold finish, Kay-Bee exclusive, 24,000 ed., released in '95) 30.00 6.00
Spawn (repaint 4: skull face and worms, retailer premium for Spawn #50, a.k.a. "Worm Spawn", 5,000 ed., released in '96) 135.00 40.00
Tremor (orange-skinned) 20.00 5.00
Tremor (with Comic Book sticker) 20.00 5.00
Tremor (repaint: dark green costume, with Comic Book) 15.00 4.00
Tremor (repaint: on lightning card) 15.00 4.00
Tremor (repaint 2: gold finish, Kay-Bee exclusive, released in '96) 25.00 6.00
Violator (no card; first release) 12.00 3.00
Violator (chrome card; second release) 30.00 6.00
Violator (green card; third release) 10.00 2.25
Violator (orange card; fourth release) 10.00 2.25
Violator (repaint: red body, Spawn comic mail-away offer, 10,000 ed., released in '95) 80.00 25.00
Violator (repaint 2: gold finish, Kay-Bee exclusive, released in '96) 25.00 6.00

SPAWN (SERIES 2)

TODD TOYS/MCFARLANE TOYS (1995)
Angela (no panties, a.k.a. "Party Angela") 35.00 7.00
Angela (with panties, staff painted purple sword packed near bottom) 25.00 6.00
Angela (with panties, staff painted purple, sword packed near top) 20.00 5.00
Angela (with panties, staff painted purple & silver) 20.00 5.00
Angela (gold painted ribbon, staff painted purple & silver) 35.00 7.00
Angela (repaint: silver headpiece, silver & blue costume) 15.00 3.00
Angela (repaint 2: red-trimmed; mail-order McFarlane Toys Collector's Club exclusive; released in '96) 40.00 9.00
Badrock (blue shirt & pants, sharp missiles) 18.00 4.00
Badrock (blunt missiles) 18.00 4.00
Badrock (repaint: red pants, flesh-colored shirt) 12.00 3.00
Chapel (blue/black pants, white pupils, white face) 20.00 5.00
Chapel (no pupils, bone-colored face, white face) 20.00 5.00
Chapel (white pupils, bone-colored face) 20.00 5.00
Chapel (repaint: khaki-green pants) 10.00 2.25
Commando Spawn (gray guns) 35.00 7.50
Commando Spawn (with 10 to 12 large black polka dots on one side of gun; 700 produced) 90.00 30.00
Commando Spawn (black speckles on gun) 10.00 2.25
Commando Spawn (with silver hairs on visor) 10.00 2.25
Commando Spawn (repaint: gold guns) 25.00 4.00
Malebolgia (light green body) 55.00 13.00
Malebolgia (light tan body) 55.00 13.00
Malebolgia (medium tan body) 55.00 13.00
Malebolgia (repaint: brown body with purple & green highlights) 55.00 13.50
Pilot Spawn (black costume, no decal on chest, gray hoses) 25.00 6.00
Pilot Spawn (no decal on chest, black hoses) 25.00 6.00
Pilot Spawn (with decal) 25.00 6.00
Pilot Spawn (with "skull-like" set of slits) 25.00 6.00
Pilot Spawn (with a skull "wearing a hat") 25.00 6.00
Pilot Spawn (with a plain skull on a red background) 25.00 6.00
Pilot Spawn (repaint: white costume, a.k.a. "Astronaut Spawn") 20.00 5.00

SPAWN (SERIES 3)

MCFARLANE TOYS (1995)
Cosmic Angela (silver wings & headgear, back of head is flesh-colored) 12.00 3.00
Cosmic Angela (silver on back of head) 12.00 3.00
Cosmic Angela (repaint: gold wings & headgear, McFarlane '97 Collector's Club exclusive, 5,000 ed.) 12.00 3.00
The Curse (navy blue body with gray trim) 10.00 2.25
The Curse (repaint: black body with metallic blue trim, McFarlane '97 Collector's Club exclusive, 5,000 ed.) 12.00 3.00
Ninja Spawn (black body with white & red trim, sticker on left of card) 10.00 2.25
Ninja Spawn (sticker on right of card) 10.00 2.25
Ninja Spawn (repaint: silver body with black & red trim, McFarlane '97 Collector's Club exclusive, 5,000 ed.) 12.00 3.00
Redeemer (white cross on chest with purple cape, mostly clean energy hand) 10.00 2.25
Redeemer (gold paint covering bulb) 10.00 2.25
Redeemer (repaint: gold cross on chest with black cape, McFarlane '97 Collector's Club exclusive, 5,000 ed.) 12.00 3.00
Spawn I (black body with red trim, half mask, painted teeth) 12.00 3.00
Spawn II (no paint on teeth) 12.00 3.00
Spawn II (repaint: black body with gold trim, McFarlane '97 Collector's Club exclusive, 5,000 ed.) 12.00 3.00
Vertebreaker (brown body, light highlights) 20.00 4.00
Vertebreaker (heavy gray highlights) 25.00 5.00
Vertebreaker (repaint: light body & white spikes, Puzzle Zoo & Venture exclusive released in '96) 15.00 4.00
Vertebreaker (repaint 2: bronze body McFarlane '97 Collector's Club exclusive, 5,000 ed.) 15.00 4.00
Violator I (gray body, no cybernetic attachments, light blue highlights) 15.00 4.00
Violator (heavy blue highlights) 20.00 5.00
Violator II (repaint: gray body with cybernetic attachments, a.k.a. "Cyber Violator." This shipped with Series 4 repaints, released in '96.) 15.00 4.00
Violator II (repaint 2: light brown body McFarlane '97 Collector's Club exclusive, 5,000 ed.) 15.00 4.00

SPAWN (SERIES 4)

MCFARLANE TOYS (1996)
Clown II (black & silver cannons, missing head) 10.00 2.25
Clown II (black & lightly silver cannons) 10.00 2.25
Clown II (black & silver cannons, with head) 10.00 2.25
Clown II (repaint: no head, orange & red cannons) 10.00 2.25
Cy-gor (silver armor) 25.00 6.00
Cy-gor (repaint: gold armor) 15.00 4.00
Cy-gor (repaint 2: white body, Target exclusive, released in '96) 25.00 6.00
Exo-Skeleton Spawn (black body, black & gray bones, half mask) 15.00 4.00
Exo-Skeleton Spawn (black & maroon bones) 15.00 4.00
Exo-Skeleton Spawn (full mask) 18.00 4.00
Exo-Skeleton Spawn (no mask, a.k.a. "Hamburger Head") 18.00 4.00
Exo-Skeleton Spawn (brown & tan bones) 15.00 4.00
Exo-Skeleton Spawn (repaint: white costume, full mask) 10.00 2.25
Exo-Skeleton Spawn (repaint: no mask) 10.00 2.25
Exo-Skeleton Spawn (repaint 2: green & red bones, Target exclusive released in '96) 25.00 6.00
The Maxx (black Isz) 40.00 10.00
The Maxx (white Isz) 40.00 10.00
The Maxx (shipped with 2 black Isz & 2 white Isz, limited edition: 10,000 ed., FAO Schwarz exclusive) 40.00 10.00
ShadowHawk (black with silver trim) 12.00 3.00
Shadowhawk (repaint: gold with gray trim) 10.00 2.25
She-Spawn (red face-mask & tan launcher) 12.00 3.00
She-Spawn (red face-mask & gray launcher) 12.00 3.00
She-Spawn (black/gray launcher & projectile) 15.00 4.00
She-Spawn (repaint: black mask and black launcher) 12.00 3.00

SPAWN (SERIES 5)

MCFARLANE TOYS (1996)
Nuclear Spawn (orange skin, green shirt) 12.00 3.00
Nuclear Spawn (green skin, orange shirt) 12.00 3.00
Overtkill II (flesh-colored with gray trim) 12.00 3.00
Overtkill II (repaint: silver with gold trim, skull-like head) 12.00 3.00
Tremor I (orange with red blood) 12.00 3.00
Tremor II (repaint: purple with green blood) 12.00 3.00
Vandalizer (gray skin, black trim) 12.00 3.00
Vandalizer (gray "M" on head is missing) 12.00 3.00
Vandalizer (repaint: tan with brown trim) 12.00 3.00
Viking Spawn (flesh-colored, with reddish-brown trim) 12.00 3.00
Viking Spawn (repaint: gray skinned with red trim) 12.00 3.00
Widow Maker (solid rose outfit, gray body) 20.00 5.00
Widow Maker (purple & rose striped outfit, gray body) 20.00 5.00
Widow Maker (repaint: black & licorice red, flesh-colored body) 15.00 3.00

SPAWN (SERIES 6)

MCFARLANE TOYS (1996)
Alien Spawn (black & white; like Spawn, lightning carded) 12.00 3.00
Alien Spawn (black & white, like Spawn, diagonal lines card) 12.00 3.00
Alien Spawn (repaint: white & black colors reversed) 12.00 3.00
Battleclad Spawn (black-costume armor, lightning card) 12.00 3.00
Battleclad Spawn (black-costume armor diagonal lines card) 12.00 3.00
Battleclad Spawn (repaint: tan on armor) 12.00 3.00
The Freak (brown & tan, lightning card) 12.00 3.00
The Freak (brown & tan, diagonal lines card) 12.00 3.00
The Freak (repaint: black & yellow) 12.00 3.00
Sansker (green & brown body, lightning card) 15.00 4.00
Sansker (green & brown body, diagonal lines card) 15.00 4.00
Sansker (repaint: black body) 15.00 4.00
SuperPatriot (silver arms & legs, yellow shirt, name appears in red, white and blue) 12.00 3.00
SuperPatriot (name appears in yellow) 12.00 3.00
SuperPatriot (repaint: metallic blue arms & legs, dark blue shirt) 12.00 3.00
Tiffany the Amazon (red-trimmed costume, lightning card) 20.00 5.00
Tiffany the Amazon (red-trimmed costume, diagonal lines card) 20.00 5.00
Tiffany the Amazon (repaint: green-trimmed costume) 18.00 4.00

SPAWN (SERIES 7)

MCFARLANE TOYS (1996)
Crutch (w/weedwhacker, sackhammer, switchblade leg knife, Cowboy tattoo) 10.00 2.25
The Mangler (w/staff) 10.00 2.25
No-Body 10.00 2.25
Sam & Twitch 15.00 4.00 ea.
Scourge (w/Nutnik) 10.00 2.25
Spawn II (w/owl & bat) 10.00 2.25
Spawn III (repaint, a.k.a. "Ultimate Spawn," light-up eyes) 18.00 4.00
Zombie Spawn (w/chainsaw & sawed-off shotgun) 10.00 2.25

SPAWN (VEHICLES & ACCESSORIES)

MCFARLANE TOYS (1994-CURRENT)
Air Cycle (includes Pilot Spawn with green armbands) 25.00 5.00
Bag of Iszs (McFarlane Collector's Club exclusive; with one red Isz, '97 release) ➡
Battle Horse (with silver version of Medieval Spawn) 35.00 8.00
Future Spawn (red-trimmed with green visor, on card) 20.00 4.00
Future Spawn (red-trimmed with green visor, in box) 20.00 4.00
Future Spawn (repaint: black with clear visor) 12.00 3.00
Malebolgia vs. Medieval Spawn (two-pack, Kmart exclusive) 45.00 12.00
Mutant Spawn (two poseable tentacles, rust-colored body, two wings) 12.00 3.00
Mutant Spawn (four wings) 12.00 3.00
Mutant Spawn (repaint: four bendable tentacles, blue or tan patches) 15.00 3.00
Pewter Spawn (Venture exclusive) 40.00 11.00

BIG SHOT

THE CONQUEROR

Total Chaos (McFarlane Toys)

When Todd McFarlane saw his Total Chaos Gore figure, he wanted it pulled from the series. Why? "Gore was too small and wasn't up to Todd's expectations," explains McFarlane Toys Collector's Club Director Chet Jacques. But sales commitments had been made, so the figure was shipped in limited quantities while a replacement was designed. The Conqueror here was that replacement. Since there wasn't time to design a new figure, the Conqueror was assembled from existing figures. Medieval Spawn supplied the body with a new tunic and cowl added, along with a translucent version of the *Spawn* #50 head and several newly designed weapons, and *voilà*, a totally new figure made from existing parts! How's *that* for customizing?

[illegible] Spawn vs. Violator (10,000 ed., FAO Schwarz exclusive) 30.00 7.00
[illegible] Playset (with Violator & Spawn, FAO Schwarz exclusive) 25.00 5.00
[illegible] Alley Action Playset 35.00 8.00
[illegible] Mobile 25.00 6.00
[illegible] Angela (13-inch) 30.00 7.00
[illegible] Spawn (13-inch, no sticker) 30.00 7.00
[illegible] Spawn (13-inch, with "Bendable Cape" sticker) 30.00 7.00
[illegible] Chopper (with "Super Sonic" grey Violator) 35.00 8.00
[illegible] Monster Rig 25.00 6.00
Violator vs. Commando Spawn (Violator is Evil Commando Spawn repainted w camouflage cases, two-pack, Target exclusive, 12,000 ed., released in '95) 20.00 5.00

SPIDER-MAN

AMAZING SPIDER-MAN
TOY BIZ (1996-CURRENT)
Molten Man (ToyFare Special red-orange exclusive; 7,500 ed., released in '97) — 35.00
New Spider-Man (Venom-contaminated goo) 8.00 1.75
[illegible]-Man 2099 8.00 1.75
[illegible]-Woman (black widow assault gear) 12.00 3.00
Stealth Venom (Black) 20.00 4.00
[illegible] Venom (Clear) 10.00 2.00
[illegible] Armor Rhino (anti-Spider armor) 10.00 2.25

SPECTACULAR SPIDER-MAN ARMOR WARS
TOY BIZ (1996)
Anti-Symbiote Spider-Man 8.00 1.75
[illegible] Tech Spider-Man 8.00 1.75
[illegible] Suit Spider-Man 8.00 1.75
[illegible] Octopus 8.00 1.75
[illegible] Guardsman 8.00 1.75

SPIDER-MAN ANIMATED SERIES
TOY BIZ (1994-1995)
[illegible] Spider Slayer 10.00 2.25
[illegible] Ravaged Spider-Man 8.00 1.75
[illegible] Cat 10.00 2.25
[illegible] (Wrapper Arms with Snapper Web Accessories) 15.00 4.00
[illegible] 10.00 2.25
[illegible] 10.00 2.25
[illegible] Spider 8.00 1.75
Doppelganger Spider 8.00 1.75
Dr. Octopus 10.00 2.25
[illegible] 10.00 2.25
[illegible] 12.00 3.00
[illegible] 12.00 3.00
[illegible] 10.00 2.25
[illegible] 10.00 2.25
[illegible] 8.00 1.75
[illegible] 12.00 3.00
[illegible] repaint red shell 10.00 2.25
[illegible] 8.00 1.75
[illegible] 15.00 3.00
Mysterio (dark green body) 15.00 4.00
Mysterio (light green body) 12.00 3.00
[illegible] Fury 15.00 3.00
[illegible] Shadow Spider-Man 8.00 1.75
[illegible] 8.00 1.75
[illegible] Parker 15.00 3.00
[illegible] 10.00 2.25
[illegible] 12.00 3.00
[illegible] 30.00 6.00
[illegible] 10.00 2.25
[illegible] 10.00 2.25
[illegible] Spider-Man 8.00 1.75
[illegible] 8.00 1.75
[illegible]-Man: Black Costume with Web [illegible] Armor 8.00 1.75
[illegible]-Man: Super Poseable Armor 8.00 1.75
[illegible]-Man: Team Neo Shield 8.00 1.75
[illegible]-Man: Web Glider 8.00 1.75
[illegible]-Man (Web Parachute) 15.00 4.00
[illegible]-Man (Web Racer) 8.00 1.75
[illegible]-Man (Web Shooter) 8.00 1.75
[illegible] Spider-Man 8.00 1.75
[illegible] 15.00 4.00
[illegible] (Cow-Changing Armor) 12.00 3.00
[illegible] (Removable Symbiote Mask) 12.00 3.00
[illegible] 10.00 2.25

Web Cannon Spider-Man 9.00 1.75
Web-Star Spider-Man: Kay-Bee exclusive 12.00 3.00
Web Trap Spider-Man (Kay-Bee exclusive) 12.00 3.00

SPIDER-MAN ANIMATED SERIES (VEHICLES & ACCESSORIES)
TOY BIZ (1994-CURRENT)
8-inch Nano Armor Spider-Man 15.00 4.00
8-inch Nano Armor Venom with Venom figure —
2-inch Mary Jane Doll with removable costume 50.00 10.00
12-inch Spectacular Spider-Man Doll with removable (Scarlet Spider) costume 30.00 7.00
12-inch Spider-Man Doll with removable costume 35.00 7.00
15-inch Electronic Talking Spider-Man —
15-inch Electronic Talking Venom —
Daily Bugle Playset 28.00 6.00
Electronic Talking Spider-Man (14-inch) 25.00 6.00
Electronic Talking Venom (14-inch) 20.00 4.00
Hobgoblin Wing Bomber 20.00 5.00
Marvel's Famous Couples: Peter Parker Spider-Man & Mary Jane; 24,000 ed.) 19.00 4.00
Mega Armor Spider-Man 18.00 2.75
Scorpion Spider Slayer (with Spider-Man figure) 15.00 4.00
Sky Commando Action Set 15.00 4.00
Smythe Battle Chair Attack Vehicle 12.00 3.00
Spider-Man Buggy & Go Motorcycle 18.00 3.25
Spider-Man Electronic Web Shooter —
Spider-Man [illegible] Cycle —
Spider-Man Web Blaster —
Spider-Man Web Tech 4x4 (remote control) —
Spider-Man Web Van —
Spider-Man [illegible] (remote control) —
Spider-Man Game Central Playset —
Spider-Man vs. Human Torch (two-pack) 25.00 6.00
Spider-Man vs. The Thing (two-pack) 25.00 6.00
Spider-Man Wheelie Cycle 18.00 4.00
Tri-Spider Slayer 18.00 4.00
Venom Assault Racer 18.00 4.00
[illegible] Spider-Man [illegible] Black Costume Spider-Man 30.00 7.00

SPIDER-MAN ANIMATED SERIES ARACHNOPHOBIA (6-INCH)
TOY BIZ (1996-CURRENT)
Man-Lizard 12.00 3.00
Spider-Goblin 12.00 3.00
[illegible] 12.00 3.00

SPIDER-MAN ANIMATED SERIES MAXIMUM CARNAGE
TOY BIZ (1994)
Carnage [illegible] 12.00 3.00
Carnage vs. Shriek 20.00 5.00
Carnage vs. Spider-Man 25.00 6.00
Carnage vs. Venom 25.00 6.00
[illegible] Carnage, Spider-Man, Venom 30.00 7.00

SPIDER-MAN ANIMATED SERIES VAMPIRE WARS
TOY BIZ (1996)
Air-Attack Spider-Man 8.00 1.75
Anti-Vampire Spider-Man 8.00 1.75
Blade Vampire Hunter 10.00 2.25
Morbius Unbound 8.00 1.75
Vampire Spider-Man 8.00 1.75

SPIDER-MAN ANIMATED SERIES: ELECTRO SPARK
TOY BIZ (1997)
Captain America 10.00 2.25
Electro 8.00 1.75
Electro Shock Spider-Man 8.00 1.75
Electro Spark Spider-Man 8.00 1.75
Steel Shock Spider-Man 8.00 1.75

VENOM: PLANET OF THE SYMBIOTES
TOY BIZ (1996)
Hybrid 12.00 3.00
Hybrid repaint (blue body) —
Lasher 12.00 3.00
Lasher repaint (grey body, blue limbs) —
Riot 12.00 3.00
Riot repaint (grey body with red marks) —
Scream 12.00 3.00
Venom—The Madness 12.00 3.00
Venom—The Madness repaint (green body) —

STAR TREK

CLASSIC STAR TREK MOVIE SERIES
PLAYMATES (1995-1996)
Admiral Kirk 12.00 3.00
Commander Chekov 8.00 1.75
Commander Scott 8.00 1.75
Dr. McCoy 8.00 1.75
General Chang 8.00 1.75
Khan 8.00 1.75
Lieutenant Saavik 8.00 1.75
Lieutenant Sulu 8.00 1.75
Lieutenant Uhura 10.00 2.25
Martia 14.00 3.50

CLASSIC STAR TREK (VEHICLES & ACCESSORIES)
PLAYMATES (1995-1996)
Classic Collector Figure Set (Kirk & Spock, numbered) 40.00 11.00
Classic Communicator 30.00 24.00
Classic Phaser 29.00 4.00

LI'L SHOT

MOLTEN MAN
Amazing Spider-Man (*ToyFare* exclusive)
Current price: $35.00

Classic Tricorder 29.00 5.00
Dr. McCoy's Medical Kit 29.00 5.00
Galileo Shuttlecraft with Kirk figure 30.00 7.00
Starfleet Phaser 29.00 4.00
Starfleet Wrist Communicator 29.00 4.00
Talk Back Classic Communicator 20.00 4.00
U.S.S. Enterprise NCC-1701 29.00 5.00
U.S.S. Excelsior NCC 2000 28.00 6.00

STAR TREK (8-INCH)
MEGO (1974-1976)
Andorian 450.00 135.00
Capt. Kirk 60.00 25.00
Capt. Kirk (4 fig card) 60.00 25.00
Cheron 200.00 85.00
Dr. McCoy (Bones) 140.00 55.00
Dr. McCoy (Bones, 4 fig card) 150.00 50.00
The Gorn 250.00 110.00
The Keeper 225.00 80.00
Klingon 60.00 25.00
Klingon (4 fig card) 60.00 25.00
Lt. Uhura 125.00 55.00
Mr. Scott (Scotty) 125.00 55.00
Mr. Scott (Scotty, 4 fig card) 150.00 55.00
Mr. Spock 50.00 25.00
Mr. Spock (4 fig card) 60.00 28.00
Mugato 400.00 185.00
Neptunian 250.00 105.00
The Romulan 800.00 400.00
Talos 350.00 175.00

STAR TREK (8-INCH) (VEHICLES & ACCESSORIES)
MEGO (1974-1976)
Command Communications Console 25.00 45.00
Communicators 125.00 45.00
Mission to Gamma VI 600.00 250.00
Phasor Battle Game 100.00 180.00
[illegible] 100.00 34.00
Super Phaser II Target Game 40.00 31.00
Tricorder 175.00 60.00
U.S.S. Enterprise Action Playset (Bridge) 175.00 70.00

STAR TREK
PLAYMATES (1995-1997)
Admiral William T. Riker from "All Good Things" 10.00 3.00
Borg (Interstellar Action series) 15.00 4.00
Captain Benjamin Sisko (with pointed [illegible]) 8.00 1.75
Captain Christopher Pike from "The Cage" 15.00 4.00
Capt. Picard from "All Good Things" —
Captain James T. Kirk wearing Captain's Casual Attire 20.00 4.00
Captain Jean-Luc Picard from "Tapestry" (limited edition; 1,701) 800.00 300.00
Captain Kirk from "Tholian Web" 8.00 1.75
Captain Kurn 8.00 1.75
Captain Picard as Galen 8.00 1.75
Christine Chapel 8.00 1.75
Commander Benjamin Sisko from "Crossover" 8.00 1.75
Commander Benjamin Sisko (video game offer) — 50.00
Counselor Deanna Troi as Durango (Holodeck series) 10.00 2.25
Dr. Beverly Crusher in 1940s Attire (Holodeck series) 10.00 2.25
Dr. Beverly Crusher in Retro Uniform 8.00 1.75
Dr. Crusher from "Generations" 8.00 1.75
Dr. Katherine Pulaski 9.00 2.00
Dr. McCoy in Retro Uniform 8.00 1.75
Elim Garak 8.00 1.75
Geordi LaForge from "All Good Things" 9.00 2.00
Gorn Captain from "Arena" 8.00 1.75
Grand Nagus Zek 12.00 3.00
Harry Mudd 8.00 1.75
The Hunter of the Tosk 20.00 4.00
Jem'Hadar 8.00 1.75
Lieutenant (jg) Reginald Barclay from "Projections" (limited edition; 3,000) 250.00 125.00
Lieutenant [illegible] 10.00 2.25
Lieutenant [illegible] 12.00 3.00
Lt. Commander Montgomery Scott from "Where No Man Has Gone Before" (limited edition; 10,000; Spencer Gifts in Huntsville, Ala. convention exclusive) 80.00 35.00
Lt. Commander Worf in Dress [illegible] 8.00 1.75
Lt. Commander Worf from "All Good Things" 8.00 1.75
Lt. Hikaru Sulu from "Where No Man Has Gone Before" (limited edition; 10,000; Spencer Gifts in Huntsville, Ala. convention exclusive) 80.00 35.00
Lt. Natasha Yar from "Yesterday's Enterprise" (limited edition; 1,701) 700.00 375.00
Mr. Spock from "The Cage" 8.00 1.75
Mugato 8.00 1.75
Professor Data from "All Good Things" 8.00 1.75
Security Chief Odo from "Necessary Evil" 8.00 1.75
Seska the Cardassian 8.00 1.75
Sheriff Worf from "A Fistful of Datas" (Holodeck series) 8.00 1.75
The Talosian Keeper from "The Cage" 8.00 1.75
The Traveler 8.00 1.75
Tom Paris from "Threshold" 8.00 1.75
Vash 12.00 3.00
Vina, Orion Animal Woman from "The Cage" 15.00 4.00
Worf, Governor of [illegible] 8.00 1.75
Yeoman Janice Rand 8.00 1.75

STAR TREK (VEHICLES & ACCESSORIES)
PLAYMATES (1995-CURRENT)
Starfleet Officers Collectors Set 30.00 5.00
Transwarping Starship Enterprise 20.00 5.00

STAR TREK: DEEP SPACE NINE
PLAYMATES (1993-1994)
Note: Six figures from this series shipped with either 6 backs or 7 backs, which refers to the number of figures pictured on the back of the cards. Both cards are worth the same.
Captain Benjamin Sisko [illegible] Deep Space Nine Starfleet Uniform 10.00 2.25
Chief Miles O'Brien 7.00 1.75
Chief Miles O'Brien in Starfleet Dress Uniform 8.00 1.75
Chief Miles O'Brien in Starfleet Duty Uniform 7.00 [illegible]
Cmdr. Benjamin Sisko 7.00 2.00
Commander Benjamin Sisko in Starfleet Dress Uniform 9.00 2.00
Commander Gul Dukat 12.00 3.00
Dr. Julian Bashir 7.00 3.00
Dr. Julian Bashir in Starfleet Duty Uniform 9.00 1.75
Jake Sisko 12.00 3.00
Lieutenant Jadzia Dax 12.00 3.00
Lieutenant Jadzia Dax in Starfleet Duty Uniform 9.00 1.75
Lieutenant Thomas Riker in Star Trek: DS9 Starfleet Uniform 10.00 2.25
Major Kira Nerys 10.00 2.25
Morn 15.00 4.00
Odo 10.00 2.25
Q in Star Trek: Deep Space Nine Starfleet Uniform 9.00 1.75
Quark 10.00 2.25
Rom with Nog two-pack, Nog holding [illegible] 15.00 4.00
Rom with Nog two-pack, Nog drawing 15.00 4.00
Tosk 15.00 4.00
Vedek Bareil 22.00 [illegible]

STAR TREK: DEEP SPACE NINE (VEHICLES & ACCESSORIES)
PLAYMATES (1993-1994)
Bajoran Phaser [illegible]
Bajoran Tricorder [illegible]
[illegible]
[illegible]

KEY: price went up | price went down | new figure | hot figure

the Wizard ACTION FIGURE Price Guide

STAR TREK: STARFLEET ACADEMY

PLAYMATES (1996-PRESENT)

Cadet Captain Jean-Luc Picard	12.00	3.00
Cadet Commander William T. Riker	12.00	3.00
Cadet Geordi LaForge	12.00	3.00
Cadet Lt. Cmdr. Worf	12.00	3.00

STAR TREK: THE NEXT GENERATION

GALOOB (1988-89)

Antican	60.00	13.00
Captain Jean-Luc Picard	18.00	4.00
Commander William Riker	15.00	3.50
Ferengi	80.00	20.00
Lt. Commander Data (blue face)	150.00	35.00
Lt. Commander Data (brown face)	35.00	7.00
Lt. Commander Data (flesh face)	25.00	5.50
Lt. Commander Data (speckled face)	40.00	10.00
Lt. Geordi LaForge	15.00	3.50
Lt. Tasha Yar	25.00	5.50
Lt. Worf	15.00	3.50
Q	80.00	20.00
Selay	60.00	13.00

STAR TREK: THE NEXT GENERATION (VEHICLES & ACCESSORIES)

GALOOB (1988-89)

Die-Cast Enterprise	50.00	11.00
Ferengi Fighter	75.00	7.00
Galileo Shuttlecraft	75.00	17.00
Phaser	50.00	11.00

STAR TREK: THE NEXT GENERATION

PLAYMATES (1992-1996)

Admiral McCoy (2nd series)	8.00	1.75
Ambassador Sarek (3rd series,	10.00	2.25
Ambassador Spock (2nd series, with card)	10.00	2.25
Ambassador Spock (3rd series, with SkyCaps)	15.00	2.25
Borg (1st series)	25.00	6.00
Borg (1st series, reversed photo	35.00	6.00
Borg (2nd series; chrome arm, with card)	15.00	3.00
Borg (2nd series, gold/black, with card)	15.00	4.00
Borg (3rd series, with SkyCaps)	20.00	5.00
Cadet Wesley Crusher (2nd series with card	15.00	4.00
Cadet Wesley Crusher (3rd series, with SkyCaps)	18.00	4.00
Captain Jean-Luc Picard (1st series,	22.00	5.00
Captain Jean-Luc Picard (1st series, with card)	22.00	5.00
Captain Jean-Luc Picard (2nd series, in 2nd Season Uniform, with card)	12.00	3.00
Captain Jean-Luc Picard (2nd series, in 2nd Season Uniform, with SkyCaps)	12.00	3.00
Captain Jean-Luc Picard as Dixon Hill (2nd series)	15.00	4.00
Captain Picard as a Romulan (2nd series)	35.00	4.00
Captain Picard in Duty Uniform (2nd series)	15.00	4.00
Captain Jean-Luc Picard as Locutus (Holodeck series, (3rd series)	15.00	4.00
(Captain) Jean-Luc Picard in "All Good Things" (3rd series)	20.00	5.00
Captain Scott (2nd series, with card)	10.00	2.25
Captain Scott (3rd series, with SkyCaps)	8.00	2.25
Commander Riker as a Malconian (2nd series)	12.00	3.00
Commander Sela (2nd series, with card)	20.00	5.00
Commander Sela (3rd series, with SkyCaps)	18.00	5.00
Commander William T. Riker (1st series)	20.00	5.00
Commander William T. Riker in Second Season Uniform (2nd series, with card)	20.00	4.00
Commander William T. Riker in Second Season Uniform (3rd series, with SkyCaps)	18.00	4.00
Counselor Deanna Troi (1st series)	25.00	5.00
Counselor Deanna Troi (3rd series, with SkyCaps)	25.00	5.00
Dathon (2nd series, with card)	20.00	5.00
Dathon (3rd series, with SkyCaps)	60.00	5.00
Dr. Beverly Crusher (2nd series, with card)	15.00	3.00
Dr. Beverly Crusher (3rd series, with SkyCaps)	20.00	3.00
Dr. Beverly Crusher in Starfleet Duty Uniform (3rd series)	10.00	2.25
Dr. Noonian Soong (2nd series, 7th season with SkyCaps)	15.00	4.00
Dr. Noonian Soong (3rd series)	15.00	4.00
Ensign Ro Laren (2nd series, 7th season with SkyCaps)	40.00	11.00
Ensign Ro Laren (3rd series)	25.00	6.00
Ensign Wesley Crusher (2nd series)	15.00	4.00
Esoog (2nd series)	80.00	27.00
Ferengi (1st series, no black on boots)	40.00	11.00
Ferengi (1st series, black on boots)	35.00	8.00
Gowron the Klingon (1st series, with all silver buckles)	40.00	11.00
Gowron the Klingon (1st series, with gold trim on buckles)	35.00	8.00
Gowron in Ritual Klingon Attire (2nd series)	40.00	11.00
Guinan (2nd series, w/card)	15.00	4.00
Guinan (3rd series, with SkyCaps)	20.00	4.00
Hugh Borg (2nd series)	20.00	5.00
K'Ehleyr (2nd series, with card)	22.00	5.00
K'Ehleyr (3rd series, with SkyCaps)	22.00	5.00
Klingon Warrior Worf (2nd series, with card)	20.00	5.00
Klingon Warrior Worf (3rd series, with SkyCaps)	20.00	5.00
Lieutenant (JG) Geordi La Forge (2nd series)	15.00	4.00
Lieutenant (JG) Worf (2nd series, with card)	18.00	4.00
Lieutenant (JG) Worf (3rd series, with SkyCaps)	15.00	3.00
Lt. Barclay (2nd series)	15.00	4.00
Lt. Cmdr. Data (1st series)	15.00	4.00
Lieutenant Commander Data as a Romulan (2nd series)	10.00	2.25
Lt. Cmdr. Data as seen in "Redemption" (2nd series)	275.00	150.00
Lt. Cmdr. Data in Dress Uniform (2nd series)	20.00	5.00
Lt. Cmdr. Data in Dress Uniform (3rd series, with SkyCaps)	15.00	5.00
Lt. Cmdr. Data in First Season Uniform (2nd series, w/card)	20.00	4.00
Lt. Cmdr. Data in First Season Uniform (3rd series, w/SkyCaps)	18.00	4.00
Lt. Cmdr. Data in 1940s Attire (Holodeck series) (3rd series)	15.00	4.00
Lt. Cmdr. Data in Movie Uniform (3rd series)	15.00	4.00
Lt. Cmdr. Deanna Troi (2nd series, with card)	20.00	5.00
Lt. Cmdr. Deanna Troi in 6th Season Uniform (2nd series, with green or light purple outfit)	18.00	4.00
Lt. Cmdr. Geordi La Forge (permanent visor) (1st series)	15.00	4.00
Lt. Cmdr. Geordi La Forge (removable visor) (1st series)	30.00	8.00
Lt. Cmdr. Geordi La Forge in Dress Uniform (2nd series, w/card)	25.00	5.00
Lt. Cmdr. Geordi La Forge in Dress Uniform (3rd series, w/SkyCaps)	20.00	5.00
Lt. Cmdr. Geordi La Forge (as Tarchannen III Alien) (2nd series)	15.00	4.00
Lt. Cmdr. Geordi LaForge in Movie Uniform (3rd series)	10.00	2.25
Lt. Natasha Yar (3rd series	10.00	2.25
Lt. Thomas Riker (2nd series)	250.00	90.00
Lt. Worf (1st series)	20.00	5.00
Lt. Worf in Starfleet Rescue Outfit (2nd series)	20.00	5.00
Lt. Worf in Ritual Klingon Attire (Holodeck series) (3rd series)	20.00	5.00
Locutus (2nd series, w/card)	18.00	4.00
Locutus (3rd series, with SkyCaps)	20.00	4.00
Lore (2nd series, w/card)	15.00	4.00
Lore (3rd series, with SkyCaps)	15.00	4.00
Lwaxana Troi (3rd series)	10.00	2.25
Mordock the Benzite (2nd series, with card)	15.00	4.00
Mordock the Benzite (3rd series, with SkyCaps)	20.00	4.00
The Nausicaan (3rd series)	15.00	4.00
Q (2nd series, with card)	15.00	4.00
Q (3rd series with SkyCaps)	20.00	4.00
Q in Judge's Robe (2nd series)	25.00	5.00
Romulan (1st series)	30.00	6.00
Vorgon (2nd series, w/card)	20.00	5.00
Vorgon (3rd series, with SkyCaps)	40.00	5.00

STAR TREK: THE NEXT GENERATION (VEHICLES & ACCESSORIES)

PLAYMATES (1992-1996)

7th Anniversary Gold Starship Enterprise NCC-1701-D	75.00	25.00
Borg Ship	40.00	1.00
Bridge Playset	100.00	35.00
Communicator Walkie Talkies	30.00	7.50
Klingon Attack Cruiser	40.00	11.00
Klingon Bird-of-Prey	35.00	8.00
Personal Communicator Pin	15.00	4.00
Phaser Rifle	40.00	11.00
Romulan Warbird	40.00	11.00
Shuttlecraft Goddard	35.00	8.00
Shuttle Runabout	40.00	11.00
Space Talk Starship Enterprise NCC-1701-D	30.00	7.00
Starfleet Officers Collectors Set (includes Commander Sisko, Major Kevyn, Capt. Kirk, Mr. Spock, Capt. Picard, Commander Riker)	30.00	6.00
Starship Enterprise Glider	20.00	5.00
Starship Enterprise NCC-1701-D	40.00	11.00
Transporter	35.00	8.00
Transwarping Starship Enterprise	20.00	5.00
Tricorder	50.00	10.00
Type 1 Phaser	25.00	5.00

STAR TREK: VOYAGER

PLAYMATES (1995-1996)

B'Elanna Torres The Klingon	10.00	2.25
Capt. Kathryn Janeway	10.00	2.25
Chakotay The Maquis	8.00	1.75
Commander Chakotay	8.00	1.75
The Doctor	10.00	2.25
Ensign Harry Kim (with phaser, but phaser referred to as "Tricorder" on package	0.00	2.00
Ensign Harry Kim (with Tricorder)	12.00	3.00
Ensign Suska	8.00	1.75
The Kazon	8.00	1.75
Kes The Ocampa	10.00	2.25
Lt. B'Elanna Torres	10.00	2.25
Lieutenant Carey	8.00	1.75
Lieutenant Tuvok	8.00	1.75
Neelix the Talaxian	8.00	1.75
The Vidian	8.00	1.75

STAR TREK: VOYAGER (VEHICLES & ACCESSORIES)

PLAYMATES (1995-1996)

U.S.S. Voyager	40.00	11.00

BIG SHOT

SPOCK VS. PROFESSOR X

Classic Star Trek (Playmates)/X-Men (Toy Biz)

In recent years, Playmates Toys has released hundreds of Star Trek action figures and accessories. The toys have covered all the television series, both "Next Generation" movies and even the *Starfleet Academy* young-adult novels. Twenty separate figures have been made for Captain Picard alone. All of which begs this question: Do "Trek" actors like Leonard Nimoy (seen above as Mr. Spock) or Patrick Stewart, who portrays Picard, see any of the money generated from the use of their likenesses? Paramount Pictures won't offer many details, but says that each actor's contract is structured differently. In other words, Picard gets the bucks, and Gowron gets zip.

STAR TREK MOVIES

STAR TREK: THE MOTION PICTURE

MEGO (1979)

Archnon	150.00	55.00
Betelgeusian	175.00	65.00
Captain Kirk	35.00	15.00
Decker	35.00	15.00
Dr. McCoy	35.00	15.00
Ilia	35.00	15.00
Klingon	150.00	55.00
Megarite	175.00	65.00
Mr. Spock	35.00	15.00
Rigelian	175.00	65.00
Scotty	35.00	15.00
Zaranite	150.00	55.00

STAR TREK: THE MOTION PICTURE (12-INCH DOLLS)

MEGO (1979)

Archnon	75.00	35.00
Captain Kirk	60.00	25.00
Decker	125.00	50.00
Ilia	50.00	20.00
Klingon	80.00	40.00
Mr. Spock	55.00	25.00

STAR TREK: THE MOTION PICTURE (VEHICLES & ACCESSORIES)

MEGO (1979-80)

Klingon Cruiser	125.00	45.00
U.S.S. Enterprise	125.00	45.00
U.S.S. Enterprise Bridge	25.00	45.00
Vulcan Shuttle	125.00	45.00
Wrist Communicators	50.00	55.00

STAR TREK III: THE SEARCH FOR SPOCK

ERTL (1984)

Captain Kirk	30.00	7.00
Klingon Leader	30.00	7.00
Mr. Spock	30.00	7.00
Scotty	30.00	7.00

STAR TREK V: THE FINAL FRONTIER

GALOOB (1989)

Captain Kirk	50.00	2.00
Dr. McCoy	50.00	12.00
Klaa	50.00	12.00
Spock	50.00	12.00
Sybok	50.00	12.00

STAR TREK: GENERATIONS

PLAYMATES (1994)

Admiral James T. Kirk	20.00	5.00
B'Etor	20.00	5.00
Captain James T. Kirk in Spacesuit	20.00	5.00
Captain Jean-Luc Picard	12.00	3.00
Commander Deanna Troi	12.00	3.00
Dr. Beverly Crusher	12.00	3.00
Dr. Soran	12.00	3.00
Guinan	10.00	2.25
Lieutenant Cmdr. Data	10.00	2.25
Lt. Cmdr. Geordi LaForge	8.00	1.75
Lt. Cmdr. William Riker	8.00	1.75
Lt. Cmdr. Worf	8.00	1.75
Lt. Cmdr. Worf in 19th Century Outfit	10.00	2.25
Lursa	20.00	5.00
Montgomery Scott	35.00	7.00
Pavel A. Chekov	40.00	7.00

STAR TREK: GENERATIONS (VEHICLES & ACCESSORIES)

PLAYMATES (1994-1995)

Engineering Playset	20.00	5.00
Klingon Bird-of-Prey	40.00	11.00
Klingon Disruptor	15.00	4.00
Starfleet Communicator	8.00	1.75
Starship Enterprise NCC-1701-B	125.00	40.00
U.S.S. Starship Enterprise NCC-1701-D with Battle Damage	30.00	7.00

STAR TREK: FIRST CONTACT

PLAYMATES (1996-1997)

The Borg	12.00	3.00
Captain Jean-Luc Picard	9.00	2.00
Captain Picard in Starfleet Spacesuit	12.00	3.00
Cmdr. William T. Riker	8.00	1.75
Commander Deanna Troi	10.00	2.25
Dr. Beverly Crusher	10.00	2.25
Lt. Commander Data	9.00	2.00
Lt. Cmdr. Geordi LaForge	8.00	1.75
Lt. Commander Worf	9.00	2.00
Lily Sloane	12.00	3.00
Zefram Cochrane	12.00	3.00

STAR TREK: FIRST CONTACT (VEHICLES & ACCESSORIES)

PLAYMATES (1996-1997)

Borg Ship	35.00	8.75
[illegible] Base Ship	35.00	8.75
[illegible] Phaser	8.00	4.50
[illegible]	35.00	8.75

STAR WARS COLLECTION

(All items are listed chronologically)

STAR WARS

KENNER (1977-1978)

NOTE: 12 back, 20/21 back, etc. refers to the number of figures that appear on the back of the card.

[illegible]	150.00	35.00
[illegible]	100.00	5.00
[illegible]	150.00	35.00
[illegible]	90.00	35.00
[illegible] Fett 20/21 back	500.00	35.00
[illegible]	75.00	15.00
[illegible]	70.00	5.00
[illegible]	—	50.00
[illegible] (12 back)	150.00	14.00
[illegible] (20/21 back)	100.00	14.00
[illegible]	160.00	15.00
[illegible] (20/21 back)	100.00	35.00
[illegible]	25.00	10.00
[illegible] (20/21 back)	75.00	10.00
[illegible] (20/21 back)	100.00	18.00
[illegible]	90.00	8.00
[illegible] (20/21 back)	30.00	8.00
Han Solo (large head, 12 back)	425.00	26.00
Han Solo (large head, 20/21 back)	300.00	26.00
[illegible]	500.00	25.00
[illegible] (12 back)	150.00	14.00
[illegible] (20/21 back)	75.00	14.00
[illegible]	1,250.00	300.00
[illegible] Skywalker ("Tele Bot" Telescoping [illegible])	—	125.00
[illegible] Skywalker (12 back)	100.00	30.00
[illegible] (20/21 back)	150.00	30.00
[illegible] (12 back)	200.00	15.00
[illegible] (20/21 back)	100.00	15.00
[illegible] (20/21 back)	118.00	12.00
[illegible]	200.00	10.00
Princess Leia Organa (20/21 back)	155.00	30.00
[illegible]	125.00	5.00
R2-D2 (20/21 back)	75.00	15.00
[illegible]	110.00	22.00
[illegible] (12 back)	50.00	5.00
[illegible] (20/21 back)	75.00	5.00
[illegible]	85.00	15.00
[illegible]	100.00	[illegible]
Stormtrooper (12 back)	150.00	25.00
Stormtrooper (20/21 back)	80.00	25.00
[illegible] (20/21 back)	80.00	10.00

STAR WARS (MULTI-PACKS)

KENNER (1977-1978)

[illegible]	500.00	60.00
[illegible]	500.00	60.00
[illegible]	500.00	60.00
[illegible]	500.00	30.00

ACTION SET 2: Cantina Band, Boba Fett, Snaggletooth	500.00	60.00
ACTION SET C-3PO, R5-D4, Chewbacca	400.00	30.00
ACTION SET 2: R5-D4, Death Star Droid, Power Droid	500.00	60.00

STAR WARS (VEHICLES & ACCESSORIES)

KENNER (1977-1978)

Action Display Stand (mail-in)	300.00	75.00
Cantina Adventure Set (with figures, Sears exclusive)	500.00	140.00
[illegible]	75.00	7.00
[illegible]	[illegible]	45.00
[illegible]	[illegible]	[illegible]
[illegible]	600.00	20.00
[illegible]	600.00	[illegible]
Death Star Space Station	200.00	75.00
Droid Factory	150.00	55.00
[illegible]	[illegible]	[illegible]
[illegible]	400.00	200.00
[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]
Land Speeder (Collector Series)	[illegible]	[illegible]
Land Speeder	75.00	20.00
Land of the Jawas Playset	150.00	50.00
[illegible]	[illegible]	[illegible]
Millennium Falcon	300.00	90.00
Patrol Dewback	75.00	7.50
Patrol Dewback (Collector Series)	30.00	7.50
[illegible]	[illegible]	14.00
[illegible]	[illegible]	15.00
Sonic Controlled Land Speeder (J.C. Penney exclusive)	525.00	180.00
Survival Kit (mail-in)	25.00	6.00
[illegible]	[illegible]	55.00
X-Wing Fighter	190.00	55.00

STAR WARS (12-INCH DOLLS)

KENNER (1979-80)

Artoo-Detoo (R2-D2)	150.00	45.00
Ben (Obi-Wan) Kenobi	250.00	120.00
[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	55.00
Darth Vader	175.00	80.00
[illegible]	[illegible]	310.00
IG-88 (Bounty Hunter)	600.00	350.00
[illegible]	[illegible]	90.00
[illegible]	[illegible]	50.00
[illegible]	[illegible]	110.00
[illegible]	[illegible]	45.00
[illegible]	[illegible]	[illegible]

STAR WARS: THE EMPIRE STRIKES BACK

KENNER (1980)

4-LOM	110.00	12.50
AT-AT Commander	45.00	10.00
[illegible]	[illegible]	[illegible]
Ben (Obi-Wan) Kenobi [illegible]	70.00	15.00
Ben (Obi-Wan) Kenobi [illegible]	70.00	15.00
Bespin Security Guard [illegible]	[illegible]	[illegible]
Bespin Security Guard [illegible]	[illegible]	[illegible]
Boba Fett	200.00	35.00
Bossk	[illegible]	[illegible]
C-3PO	[illegible]	[illegible]
C-3PO [illegible]	50.00	8.00
Chewbacca	50.00	[illegible]
Cloud Car Pilot	50.00	5.00
Darth Vader	50.00	5.00
Death Squad Commander	40.00	12.00
Death Star Droid	100.00	10.00
[illegible]	35.00	10.00
FX-7	50.00	8.00
Greedo	40.00	10.00
[illegible]	75.00	10.00
Han Solo (large head)	115.00	26.00
Han Solo (small head)	500.00	35.00
Han Solo (Bespin)	80.00	15.00
Han Solo (Hoth outfit)	80.00	15.00
IG-88	60.00	4.00
Imperial Commander	40.00	4.00
Imperial Stormtrooper [illegible]	50.00	4.00
[illegible]	60.00	4.00

Lando Calrissian (with teeth)	58.00	12.00
Lando Calrissian (without teeth)	40.00	18.00
Lobot	35.00	8.00
Luke Skywalker [illegible]	150.00	38.00
Luke Skywalker [illegible]	150.00	25.00
Luke Skywalker [illegible]	100.00	24.00
Luke Skywalker [illegible]	125.00	24.00
Luke Skywalker [illegible]	75.00	15.00
Luke Skywalker [illegible]	75.00	5.00
Power Droid	100.00	12.00
[illegible]	50.00	8.00
Princess Leia Organa [illegible]	90.00	14.00
Princess Leia Organa [illegible]	100.00	14.00
Princess Leia Organa [illegible]	90.00	16.00
Princess Leia Organa [illegible]	90.00	16.00
[illegible]	50.00	16.00
R2-D2	50.00	15.00
R2-D2 [illegible]	50.00	8.00
R5-D4	158.00	25.00
Rebel Commander	40.00	18.00
Rebel Soldier	40.00	10.00

LI'L SHOT

12-INCH ROGUE

X-Men/X-Force

Current prices: $25.00/$6.00

[illegible]	75.00	[illegible]
Stormtrooper	60.00	25.00
TIE Fighter Pilot	75.00	16.00
[illegible]	[illegible]	[illegible]
[illegible]	50.00	15.00
[illegible]	45.00	10.00
[illegible]	75.00	10.00
[illegible]	100.00	25.00
[illegible]	50.00	20.00
[illegible]	50.00	10.00

STAR WARS: THE EMPIRE STRIKES BACK (MINI-RIGS)

KENNER (1980)

CAP-2 (Captivator)	30.00	7.50
CAP-2 [illegible]	100.00	25.00
INT-4 (Interceptor)	22.00	5.00
INT-4 [illegible]	100.00	16.00
MLC-3 (Mobile Laser Cannon)	25.00	5.00
MLC-3 [illegible]	100.00	16.00
MTV-7 [illegible]	25.00	5.00
MTV-7 [illegible]	100.00	4.00
PDT-8 (Personal Deployment Transport)	30.00	7.50
PDT-8 [illegible]	100.00	16.00

STAR WARS: THE EMPIRE STRIKES BACK (MULTI-PACKS)

KENNER (1980)

BESPIN ALLIANCE SET: Bespin Security Guard, Lando Calrissian, Luke Skywalker	400.00	36.00
BESPIN SET: Han Solo, Bespin outfit, Ugnaught, Lobot	400.00	36.00
BESPIN SET 2: C-3PO (removable limbs), Ugnaught, Cloud Car Pilot	375.00	20.00
HOTH REBELS SET: Han Solo, Rebel Soldier, FX-7	400.00	36.00
IMPERIAL FORCES: Stormtrooper, IG-88, Bossk	400.00	36.00
IMPERIAL SET: Imperial Commander, Dengar, AT-AT Driver	350.00	20.00
IMPERIAL SET 2: Zuckuss, AT-AT Driver, TIE Fighter Pilot	350.00	20.00
REBEL SET 2: Princess Leia Hoth outfit, Rebel Commander	350.00	20.00
REBEL SET 2: Princess Leia Hoth outfit, R2-D2, Luke Skywalker (Hoth outfit)	400.00	36.00

STAR WARS: THE EMPIRE STRIKES BACK (SIX-PACKS)

KENNER (1980)

SET: Princess Leia, C-3PO, R2-D2, Han Solo (Hoth outfit), [illegible], Stormtrooper (Hoth outfit)	750.00	65.00
SET 2: Darth Vader, Stormtrooper (Hoth outfit), AT-AT Driver, Rebel Soldier, IG-88, Yoda	600.00	68.00

STAR WARS: THE EMPIRE STRIKES BACK (VEHICLES & ACCESSORIES)

KENNER (1980)

AT-AT	250.00	65.00
Action Figure Display Arena (mail-in)	35.00	45.00
Cloud City Playset (Sears exclusive)	225.00	110.00
Collector's Case [illegible]	20.00	5.00
Dagobah Playset	60.00	15.00
Darth Vader Collector's Case	25.00	5.00
Darth Vader Collector's Case [illegible]	125.00	130.00
Darth Vader's Star Destroyer	160.00	50.00
Droid Factory	115.00	50.00
[illegible]	150.00	25.00
Hoth Ice Planet Playset	125.00	45.00
Hoth Wampa	50.00	10.00
Imperial Attack Base	75.00	21.00
Imperial Cruiser [illegible]	50.00	[illegible]
Imperial TIE Fighter	50.00	[illegible]
Imperial TIE Fighter with Battle Damage	125.00	45.00
Jawa Sandcrawler (radio-controlled)	325.00	15.00
Laser Pistol	100.00	25.00
Millennium Falcon	200.00	90.00
Patrol Dewback	25.00	7.50
Radar Laser Cannon	25.00	5.00
Rebel Armored Snowspeeder	[illegible]	[illegible]
Rebel Armored Snowspeeder [illegible]	[illegible]	[illegible]
Rebel Command Center	200.00	[illegible]
Rebel Transport	125.00	[illegible]
Scout Walker	90.00	25.00
Slave 1	150.00	55.00
Slave 1 with Battle Scene	200.00	75.00
Snowspeeder	90.00	35.00
[illegible]	25.00	6.00
Tauntaun (open belly)	50.00	12.00
Tauntaun (solid belly)	40.00	10.00
Tri-Pod Laser Cannon	25.00	5.00
Turret and Probot Playset	100.00	34.00
Twin Pod Cloud Car	120.00	48.00
Vehicle Maintenance Energizer	25.00	5.00
Wampa	60.00	20.00
X-Wing Battle Damaged	125.00	34.00

STAR WARS: RETURN OF THE JEDI

KENNER (1983)

2-1B	35.00	10.00
4-LOM	25.00	12.50
8D8	20.00	6.00
AT-AT Commander	25.00	10.00
AT-AT Driver	20.00	10.00
AT-ST Driver	20.00	8.00
Admiral Ackbar	20.00	8.00
B-Wing Pilot	20.00	8.00
Ben (Obi-Wan) Kenobi (gray hair, blue lightsaber, same card)	45.00	15.00
Ben (Obi-Wan) Kenobi (gray hair, yellow lightsaber, same card)	45.00	15.00
Ben (Obi-Wan) Kenobi (white hair, blue lightsaber, same card)	45.00	15.00
Ben (Obi-Wan) Kenobi (white hair, yellow lightsaber, same card)	45.00	5.00
Bespin Security Guard (black)	40.00	10.00
Bespin Security Guard (white)	40.00	10.00
Bib Fortuna (brown cloak)	20.00	10.00
Bib Fortuna (red cloak—prototype)		250.00
Biker Scout	20.00	12.00
Boba Fett (desert scene card)	170.00	35.00
Boba Fett (same as other card)	140.00	35.00
Bossk	50.00	16.00
C-3PO (with removable limbs)	40.00	8.00
Chewbacca [illegible]	40.00	4.00
Chewbacca [illegible]	45.00	4.00
Chief Chirpa	30.00	10.00
Cloud Car Pilot	40.00	5.00
Darth Vader (pointing same card)	40.00	15.00
Darth Vader (with lightsaber same card)	45.00	15.00
Death Star Droid	75.00	10.00
Dengar	35.00	10.00
Emperor	30.00	10.00
Emperor's Royal Guard	30.00	10.00
FX-7	45.00	8.00
Gamorrean Guard	25.00	8.00
General Madine	20.00	8.00
Greedo	40.00	10.00
Hammerhead	35.00	10.00
Han Solo (large head, mouth open, same card)	125.00	36.00
Han Solo (large head, mouth shut, same card)	150.00	[illegible]
Han Solo (small head, mouth open, same card)	175.00	36.00
Han Solo (small head, mouth [illegible], same card)	[illegible]	[illegible]
Han Solo (Bespin outfit)	60.00	15.00
Han Solo (Hoth outfit)	50.00	15.00
Han Solo [illegible]	[illegible]	[illegible]
IG-88	[illegible]	[illegible]
Imperial Commander	[illegible]	[illegible]
Imperial [illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]

KEY: price went up | price went down | new figure | hot figure

the Wizard ACTION FIGURE Price Guide

Lando Calrissian (Skiff Guard)	50.00	20.00
Lobot	25.00	8.00
Logray	25.00	8.00
Luke Skywalker (blonde hair, head so[illegible])	100.00	30.00
Luke Skywalker (blonde hair, head on [illegible])	125.00	30.00
Luke Skywalker (brown hair)	125.00	25.00
Luke Skywalker (Bespin outfit)	75.00	35.00
Luke Skywalker (Hoth battle gear)	40.00	15.00
Luke Skywalker (Jedi Knight, blue lightsaber)	175.00	50.00
Luke Skywalker (Jedi Knight, green lightsaber)	75.00	40.00
Luke Skywalker (X-Wing Pilot)	75.00	15.00
Lumat	30.00	12.00
Nien Nunb	30.00	8.00
Nikto	20.00	13.00
Paploo	35.00	12.00
Power Droid	45.00	10.00
Princess Leia	325.00	10.00
Princess Leia (Bespin gown, crew neck, frontal card shot)	75.00	18.00
Princess Leia (Bespin gown, crew neck, profile card shot)	75.00	18.00
Princess Leia (Bespin gown, turtleneck, frontal card shot)	85.00	18.00
Princess Leia (Bespin gown, turtleneck, profile card shot)	75.00	18.00
Princess Leia (Boushh outfit)	45.00	16.00
Princess Leia (Hoth outfit)	40.00	16.00
Princess Leia (in combat poncho)	45.00	18.00
Prune Face	25.00	8.00
R2-D2 with Sensor Scope	35.00	10.00
R5-D4	20.00	25.00
Rancor Keeper	22.00	8.00
Rebel Commander	22.00	10.00
Rebel Commando	22.00	10.00
Rebel Snow Soldier	25.00	10.00
Ree-Yees	25.00	10.00
Snaggletooth	50.00	15.00
Squid Head	22.00	10.00
Star Destroyer Commander (a.k.a. "Death Squad Commander")	50.00	17.00
Stormtrooper	35.00	25.00
Sy Snootles and the Rebo Band (Droopy McCool, Max Rebo and Sy Snootles)	10.00	20.00
Sy Snootles (individual) Droopy McCool (single loose figure)		6.00
Sy Snootles (individual) Max Rebo (single loose figure)	—	6.00
Sy Snootles (individual) Sy Snootles (single loose figure)	—	8.00
TIE Fighter Pilot	50.00	16.00
Teebo	30.00	10.00
Tusken Raider (Sand People)	55.00	15.00
Ugnaught	35.00	10.00
Walrus Man	50.00	10.00
Weequay	25.00	10.00
Wicket W. Warrick	25.00	16.00
Yak Face (Trade Logo)	325.00	140.00
Yoda (brown snake, orange snake card)	50.00	25.00
Yoda (brown snake, standing snake card)	45.00	25.00
Zuckuss	35.00	10.00

STAR WARS: RETURN OF THE JEDI (MINI-RIGS)

KENNER (1983)

AST-5	15.00	4.00
CAP-2	30.00	7.50
Desert Sail Skiff	30.00	5.00
Endor Forest Ranger	25.00	4.00
ISP-6	20.00	5.00
MTV-7	15.00	4.00
MLC-3	20.00	5.00
MTV-7	20.00	5.00
PDT-8	20.00	7.50

STAR WARS: RETURN OF THE JEDI (VEHICLES & ACCESSORIES)

KENNER (1983)

AT-AT All Terrain Armored Transport	185.00	65.00
B-Wing Fighter	100.00	28.00
Battle Damaged Imperial TIE Fighter	125.00	45.00
Battle Damaged X-Wing Fighter	100.00	[illegible]
Chewbacca Bandolier Strap	15.00	3.00
Collector's Case (empty)	15.00	5.00
Darth Vader Collector's Case	20.00	5.00
Ewok Assault Catapult	20.00	5.00
Ewok Combat Glider	20.00	5.00
Ewok Village Action Playset	85.00	25.00
[illegible]	40.00	10.00
Imperial Shuttle	250.00	95.00
Jabba the Hutt Action Playset (includes 2 figures and platform)	55.00	13.00
Jabba the Hutt Dungeon Action Playset (includes EV-9D9, Amanaman & Barada)	325.00	115.00
Jabba the Hutt Dungeon Action Playset (Sears exclusive, includes Klaatu, Nikto & 8D8)	150.00	55.00
Laser Pistol	75.00	25.00
Laser Rifle Carry Case	25.00	6.00
Millennium Falcon Spaceship	175.00	90.00
Radar Laser Cannon	15.00	5.00
[illegible]	50.00	4.00
Scout Walker	75.00	25.00
See-Threepio (C-3PO) Collector's Case	50.00	13.00
Speeder Bike	25.00	5.00
TIE Interceptor	100.00	34.00
Tri-Pod Laser Cannon	15.00	5.00
Vehicle Maintenance Energizer	15.00	5.00
X-Wing Fighter	125.00	45.00
Y-Wing Fighter	100.00	34.00

STAR WARS: POWER OF THE FORCE

KENNER (1985)

Amanaman	175.00	70.00
Anakin Skywalker	550.00	30.00
AT-AT Driver	[illegible]	10.00
AT-ST Driver	75.00	8.00
A-Wing Pilot	100.00	45.00
B-Wing Pilot	20.00	9.00
Barada	100.00	45.00
Ben (Obi-Wan) Kenobi (gray hood)	75.00	15.00
Ben (Obi-Wan) Kenobi ([illegible])	75.00	[illegible]
Biker Scout	75.00	[illegible]
C-3PO (w/removable limbs)	80.00	8.00
Chewbacca	100.00	14.00
Darth Vader	[illegible]	15.00
Emperor	75.00	10.00
EV-9D9	140.00	50.00
Gamorrean Guard	125.00	[illegible]
Han Solo (in carbonite)	275.00	[illegible]
Han Solo (in trench coat)	400.00	[illegible]
Imperial Dignitary	80.00	[illegible]
Imperial Gunner	175.00	55.00
Imperial Stormtrooper	150.00	18.00
Jawa	75.00	14.00
Lando Calrissian (general pilot)	100.00	45.00
Luke Skywalker (Jedi Knight, green lightsaber)	150.00	[illegible]
Luke Skywalker (Stormtrooper outfit)	300.00	120.00
Luke Skywalker (X-Wing pilot)	125.00	15.00
Luke Skywalker (in battle poncho)	100.00	40.00
Lumat	45.00	2.00
Nikto	100.00	10.00
Paploo	45.00	2.00
Princess Leia (in combat poncho)	70.00	18.00
R2-D2 (w/pop-up lightsaber)	125.00	70.00
Romba	40.00	7.00
Teebo	150.00	10.00
Warok	40.00	10.00
Wicket W. Warrick	125.00	10.00
Yak Face	400.00	140.00
Yoda (orange snake)	300.00	20.00

STAR WARS: POWER OF THE FORCE (VEHICLES & ACCESSORIES)

KENNER (1985)

Endor Ewok Set (Speeder Bikes)	135.00	[illegible]
Ewok Battle Wagon	120.00	[illegible]
Imperial Sniper	80.00	[illegible]
One-Man Sand Skimmer	75.00	[illegible]
Rancor Monster	25.00	[illegible]
Security Scout	75.00	[illegible]
Tatooine Skiff	475.00	[illegible]

STAR WARS: DROIDS (TV CARTOON)

KENNER (1985)

A-Wing Pilot	125.00	34.00
Boba Fett	125.00	45.00
C-3PO	50.00	13.00
Jann Tosh	20.00	5.00

BIG SHOT

DARTH VADER

Star Wars Power of the Force (12-Inch Dolls) (Hasbro)

The pain that 5'1 Smurf is feeling is insignificant compared with the power of the Force. And that's nothing compared to the stupidity of Stormtroopers. Case in point: In "Star Wars" the Imperial troops were the equivalent of Moes, working to ease throughout the galaxy, although they did get hornswoggled by old Ben ["Snap" These aren't the droids we're looking for."] But by the time "Return of the Jedi" rolled around the Emperor's feared legions got their white armored butts handed to them by a bunch teddy bears! "Advanced Imperial cloning experiments" we asked! Three rules: 1) Stormtroopers can't shoot straight, 2) They bump their helmets off doors, and 3) Yes, can take one down with two rocks tied together by a piece o' twine. 'Nuff said.

[illegible]	20.00	[illegible]
[illegible]	20.00	[illegible]
[illegible]	20.00	[illegible]
[illegible]	20.00	[illegible]
[illegible]	16.00	[illegible]

STAR WARS: DROIDS (VEHICLES & ACCESSORIES)

KENNER (1985)

A-Wing Fighter	500.00	150.00
ATL Interceptor	60.00	20.00
Lightsaber	175.00	45.00
Sidegunner	50.00	13.00

STAR WARS: EWOKS (TV CARTOON)

KENNER (1985)

Dulok Scout	18.00	4.50
Dulok Shaman	15.00	4.50
King Gorneesh	15.00	4.50
Lady Gorneesh	15.00	4.50
Logray	15.00	4.50
Urgah	15.00	4.50
Wicket W. Warrick	18.00	4.00

STAR WARS: EWOKS (TV CARTOON) (VEHICLES & ACCESSORIES)

KENNER (1985)

Ewok Fire Cart	100.00	34.00
Ewok Fire Cart	25.00	[illegible]
Ewok Woodland Wagon	75.00	[illegible]

STAR WARS (NEW SERIES)

STAR WARS: POWER OF THE FORCE

KENNER (1995-1996)

Ben (Obi-Wan) Kenobi (short saber, photo first release)	42.00	8.50
Ben (Obi-Wan) Kenobi (full body photo with 3 3/4-inch lightsaber, second release)		3.00
Ben (Obi-Wan) Kenobi (full body photo with 2 1/2-inch lightsaber, third release)	8.00	3.00
Boba Fett (dots on hand)	12.00	3.00
Boba Fett (stars on hand)	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]
Chewbacca	8.00	2.00
[illegible]		4.00
[illegible] (2 1/2-inch lightsaber in 3 3/4-inch tray, second release)	15.00	2.25
[illegible] (second release)	10.00	2.25
Han Solo (Stormtrooper) (Kellogg's exclusive)	—	20.00
Han Solo (with heavy assault rifle and blaster)	7.00	1.50
Han Solo (in Hoth gear with blaster pistol and assault rifle, hood up or down)	15.00	4.00
Han Solo (in Carbonite with "Carbonite Freezing Chamber")	18.00	4.00
Han Solo (in Bespin outfit)	12.00	3.00
Lando Calrissian (with heavy rifle and blaster pistol)	18.00	4.00
Luke Skywalker (grappling hook blaster and lightsaber with 2 1/4-inch lightsaber, first release)	15.00	3.00
Luke Skywalker (2 1/4-inch lightsaber, second release)	7.00	1.50
Luke Skywalker (in Dagobah fatigues with [illegible] lightsaber) [illegible]		[illegible]
[illegible]		2.25
[illegible]		[illegible]
[illegible]	[illegible]	3.00
Luke Skywalker (Jedi Knight—no vest, blue lightsaber)	20.00	5.00
[illegible] Jedi Knight [illegible]		[illegible]
[illegible]		[illegible]
Luke Skywalker (Jedi Knight—Sears [illegible])	45.00	5.00
Luke Skywalker (in X-Wing [illegible] with 3 3/4-inch lightsaber, [illegible])	15.00	3.00
[illegible] X-Wing fighter pilot [illegible]		[illegible]
[illegible]		[illegible]
Princess Leia Organa (two banded skirt, no slit belt, number on box of card is .00)	25.00	5.00
[illegible]		[illegible]
R2-D2	8.00	1.75
[illegible]	15.00	3.00
[illegible]	15.00	2.00
[illegible]	12.00	3.00
[illegible]	15.00	3.00

STAR WARS: POWER OF THE FORCE (VEHICLES & ACCESSORIES)

KENNER (1995-1996)

[illegible] Han Solo Sale	20.00	5.00
[illegible]	20.00	5.00
[illegible] Star Destroyer	12.00	3.00
[illegible] Scout Trooper	12.00	3.00
[illegible]		[illegible]
[illegible] AT-ST Scout Walker	20.00	5.00
Imperial Speeder Bike with Scout Trooper	20.00	5.00
Imperial Speeder Bike with Scout Trooper [illegible]		[illegible]
[illegible]		5.00
[illegible]		4.00
[illegible]	14.00	3.00
[illegible]		5.00
[illegible]	60.00	15.00
[illegible]	15.00	4.00
Rebel Snowspeeder (electronic)	25.00	6.00
Talking C-3PO Carrying Case	15.00	4.00
TIE Fighter	25.00	5.00
X-Wing Fighter (electronic)	30.00	8.00

STAR WARS: POWER OF THE FORCE '97 COLLECTION I

KENNER (1997-CURRENT)

8D8 Fortune		[illegible]
Death Star Gunner (orange card)	40.00	[illegible]
[illegible]		[illegible]
Greedo Grivsaver in Skiff Guard Disguise		[illegible]

...ooper with heavy blaster rifle (a.k.a. "dune Stormtrooper," green card, ...hologram) 30.00 1.50
...ooper with heavy blaster rifle (a.k.a. "...Stormtrooper," green card, ...hologram) 7.00 1.50
... Stormtrooper with concussion grenade (a.k.a. "Sandtrooper," ... card) 50.00 1.50

STAR WARS: POWER OF THE FORCE '97 COLLECTION 2
KENNER (1997-CURRENT)
... Droid 10.00 2.25
AT-ST Driver 10.00 2.25
Boba ... Bounty Hunter 10.00 2.25
... Rebel Soldier 10.00 2.25
... (orange card) 60.00 2.25
... (two-pack, green card, no hologram) 12.00 2.25
... (two-pack, green card, with hologram) 7.00 2.25
... Skywalker (in Hoth Gear) 10.00 2.25
... Skywalker (Stormtrooper, orange card) 40.00 2.25
... Skywalker (Stormtrooper, green card, no hologram) 12.00 2.25
... Skywalker (Stormtrooper, green card, with hologram) 7.00 2.25
... Solo (Hammerhead, orange card) 40.00 1.50
... Solo (Hammerhead, green card, no hologram, Missing Warning) 12.00 1.50
... Solo (Hammerhead, green card, hologram, Missing Warning) 7.00 1.50
... Solo (Hammerhead, green card, Ages 4 & Up Warning sticker on card) 7.00 1.50
R5-D4 (orange card) 40.00 3.00
R5-D4 (green card, no hologram, Missing Warning) 18.00 3.00
R5-D4 (green card, with hologram, Missing Warning) 18.00 2.50
R5-D4 (green card, Ages 4 & Up Warning ... card) 10.00 3.00
... Raider (Sand People, orange card, ... hand) 40.00 1.50
... Raider (Sand People, green card, no hologram, closed hand) 12.00 2.25
... Raider (Sand People, green card, with hologram, closed hand) 10.00 2.25
... Raider (Sand People, green card, ... hand) 7.00 1.50

STAR WARS: POWER OF THE FORCE '97 COLLECTION (VEHICLES & ACCESSORIES)
... (1997-CURRENT)
Boba Fett's Slave I (includes Han Solo in carbonite) 25.00 6.00
Cruisemissile Trooper 12.00 3.00
Darth Vader's TIE Fighter 20.00 4.00
T-16 Skyhopper 20.00 5.00
... Light Vehicle with ... in ... Gear 10.00 2.50
... Light vehicle with Princess Leia in Endor Gear **

STAR WARS: POWER OF THE FORCE (12-INCH DOLLS)
KENNER (1996-CURRENT)
Ben (Obi-Wan) Kenobi 58.00 11.00
Boba Fett 25.00 6.00
Chewbacca (with ...) **
Darth Vader 25.00 6.00
Han Solo 25.00 6.00
Lando Calrissian 28.00 4.00
Luke Skywalker (all new colors) 25.00 4.00
Luke Skywalker in Bespin Gear 20.00 4.00
Luke Skywalker in X-Wing Pilot Uniform **
Princess Leia 20.00 4.00
Stormtrooper 20.00 4.00
Tusken Raider (with blaster & ...) 20.00 4.00
Tusken Raider (with ... stick) 30.00 4.00

STAR WARS: POWER OF THE FORCE (DELUXE FIGURES)
... (1996-CURRENT)
Boba Fett with Wing-Blaster Rocket 10.00 2.25
... Crowd Stormtrooper 10.00 2.25

Han Solo with Smuggler Flight Pack 10.00 2.25
Han Solo Rebel Soldier with Anti-Vehicle Laser Cannon **
Luke Skywalker with Desert Sport Skiff 12.00 3.00
Probe Droid with Proton Torpedo 10.00 2.25
Snowtrooper with E-Web Heavy Repeating Blaster **

STAR WARS: POWER OF THE FORCE ELECTRONIC F/X
KENNER (1997-CURRENT)
Ben (Obi-Wan) Kenobi 12.00 3.00
Darth Vader 12.00 3.00
R2-D2 12.00 3.00

STAR WARS: POWER OF THE FORCE (MULTI-PACKS/ SAM'S CLUB EXCLUSIVES)
KENNER (1996)
SET 1: R2-D2, C-3PO, Stormtrooper 15.00 4.00
SET 2: Han Solo, Lando Calrissian, Chewbacca 15.00 4.00
SET 3: Ben (Obi-Wan) Kenobi, Luke Skywalker, Darth Vader 15.00 4.00

STAR WARS: SHADOWS OF THE EMPIRE
KENNER (1996)
Chewbacca (in bounty hunter disguise) 8.00 2.00
Dash Rendar 8.00 2.00
Leia (in Boushh disguise) 12.00 3.00
Luke Skywalker (in Imperial Guard disguise) 10.00 2.25
Prince Xizor 10.00 2.25

STAR WARS: SHADOWS OF THE EMPIRE (VEHICLES & ACCESSORIES)
KENNER (1996-CURRENT)
Boba Fett's Slave I (includes Han Solo in carbonite) 25.00 6.00
Boba Fett vs. IG-88 (two-pack, large letters, first release) 16.00 4.00
Boba Fett vs. IG-88 (two-pack, small letters, second release) 16.00 4.00
Dash Rendar's Outrider 22.00 5.00
Prince Xizor vs. Darth Vader (two-pack, large letters, first release) 17.00 4.00
Prince Xizor vs. Darth Vader (two-pack, small letters, second release) 17.00 4.00
Swoop Vehicle (with Swoop Trooper) 15.00 4.00
Swoop Vehicle (with Swoop Trooper, with bigger card, released in '97) 10.00 3.00
TIE Fighter 14.00 4.00
X-Wing Fighter 20.00 5.00

SUPER POWERS COLLECTION
KENNER (1984-1986)
Aquaman 40.00 11.00
Batman 60.00 20.00
Batman (short card) 35.00 8.00
Brainiac 25.00 8.00
Clark Kent (a mail-in bonus) 75.00
Cyborg 360.00 95.00
Cyclotron 75.00 25.00
Darkseid 20.00 5.00
Desaad 20.00 6.00
Dr. Fate 75.00 25.00
Firestorm 45.00 12.00
Firestorm (short card) 25.00 6.00
Flash 20.00 5.00
Golden Pharaoh 140.00 40.00
Green Arrow 70.00 24.00
Green Lantern 65.00 22.00
Green Lantern (short card) 40.00 11.00
Hawkman 62.00 20.00
Joker 30.00 7.00
Kalibak 30.00 7.00
Lex Luthor 20.00 5.00
Mantis 25.00 8.00
Martian Manhunter 50.00 12.00
Mister Miracle 160.00 40.00
Mr. Freeze 75.00 25.00
Orion 65.00 22.00
Parademon 35.00 8.00
Penguin 35.00 8.00
Plastic Man 120.00 45.00
Red Tornado 75.00 7.00
Red Tornado (short card) 30.00 7.00
Robin 40.00 6.00
Robin (short card) 30.00 6.00

Samurai 125.00 45.00
Shazam 60.00 22.00
Steppenwolf (with ...) 75.00 25.00
Superman 40.00 6.00
Superman (short card) 25.00 6.00
Tyr 70.00 24.00
Wonder Woman 30.00 5.00
Wonder Woman (short card) 20.00 5.00

SUPER POWERS COLLECTION (VEHICLES & ACCESSORIES)
KENNER (1984)
Batcopter 80.00 27.00
Batmobile 80.00 27.00
Collector's Case 25.00 6.00
Darkseid Destroyer 60.00 18.00
Delta Probe One 35.00 8.00
Hall of Justice Playset 185.00 65.00
Justice Jogger 35.00 8.00
Kalibak Boulder Bomber 35.00 8.00
Lex-Soar 7 35.00 8.00
Supermobile 40.00 11.00

SUPERMAN ANIMATED SERIES
KENNER (1996-CURRENT)
[illegible] Superman **
Capture Cape Superman **

LI'L SHOT

ANGELA (REPAINT 2)
Spawn (Series 2)
Current prices: $40.00/$9.00

Capture Cape Superman **
[illegible] Superman 8.00 1.75
Deep Dive Superman 8.00 1.75
Electro Energy Superman **
Evil Alien Brainiac 10.00 2.25
Flexin **
Fortress of Solitude Superman **
Lex Luthor 14.00 3.00
Metallo **
Neutron Star Superman 8.00 1.75
Omega Blast Darkseid **
Quick Change Superman 8.00 1.75
Solar Energy Superman **
Strong Arm Superman **
Supergirl **

SUPERMAN ANIMATED SERIES (DELUXE FIGURES)
KENNER (1996-CURRENT)
Speeding Bullet Superman 12.00 3.50
Tactical Armor Superman 12.00 3.50
Vision Blast Superman 12.00 3.50

SUPERMAN ANIMATED SERIES (VEHICLES & ACCESSORIES)
KENNER (1996-CURRENT)
Clawing Lex 20.00 5.00
Metropolis Bank 20.00 5.00

SUPERMAN: MAN OF STEEL
KENNER (1995-1996)
Blast Hammer Steel 10.00 2.25
Conduit 10.00 2.25
Laser Superman 10.00 2.25
Lex Luthor 15.00 4.00
Power Flight Superman 10.00 2.25
Solar Suit Superman 10.00 2.25
Steel (a.k.a. John Henry Irons) 10.00 2.25
Street Guardian Superman 8.00 .75
Superboy 10.00 2.25
Ultra Shield Superman 8.00 1.75
Ultra Heat Vision Superman (Mfr) 10.00 2.25

SUPERMAN: MAN OF STEEL (VEHICLES & ACCESSORIES)
KENNER (1995-1996)
13-Inch Ultimate Superman 15.00 4.00
Kryptonian Battlesuit 12.00 3.00
Metro Conversion Coupe 12.00 3.00
Superboy "VTOL" Cycle 12.00 3.00

TOTAL CHAOS
McFARLANE TOYS (1996-CURRENT)
Al Simmons (army uniform, stake on shovel blade) 9.00 2.25
Al Simmons (stake on shovel yellow) 12.00 3.00
Brawn Blade 9.00 2.25
Gore 9.00 2.25
Raul (saw back, brown arms) 9.00 2.25
Heat (with silver bullets on belt) 12.00 3.00
Thorns (green & red) 9.00 2.25
Thresher (light blue skin) 15.00 4.00

WARRIOR NUN AREALA
ANTARCTIC PRESS (1996-CURRENT)
Holy White Warrior Nun Areala **
Shotgun Mary **
Shotgun Mary (limited version, one per case) **
Warrior Nun Areala 15.00 3.00
Warrior Nun Areala (limited version, 1 in 5 with rhinestones) 20.00 5.00

WETWORKS (SERIES 1)
McFARLANE TOYS (1995)
Dane 9.00 2.00
Dozer 9.00 2.00
Grail 9.00 2.00
Mother-One ("hot face") 15.00 4.00
Mother-One ("high cheekbone") 10.00 2.25
Vampire (gray with red bandolier) 20.00 5.00
Vampire (repaint: green, short-haired, black bandolier, packed with Wetworks series 2 repaints, '96 release) 15.00 4.00
Werewolf (brown fur, brown ...) 38.00 7.00
Werewolf (dark tone) 38.00 7.00
Werewolf (gray armor with gray tail, Puzzle Zone exclusive, released in '96) 25.00 5.00
Werewolf (gray armor with red tail, Puzzle Zone exclusive, released in '96) 21.00 5.00
Werewolf (repaint: light-blue fur, packed with Wetworks series 2 repaints, released in '96) 21.00 5.00

WETWORKS (SERIES 2)
McFARLANE TOYS (1996)
Assassin One (blue plastic) 10.00 2.25
Assassin One (repaint: maroon-red plastic) 12.00 3.00
Blood Queen (all-black outfit, no trim) 20.00 5.00
Blood Queen (repaint: red trim) 22.00 3.00
Delta Commander (all gold) 10.00 2.25
Delta Commander (repaint: flesh tones) 10.00 2.25
Frankenstein (brownish) 14.00 2.50
Frankenstein (repaint: neon green in "flesh" areas) 10.00 2.25
Mendoza (flesh-colored with tattoo) 16.00 2.50
Mendoza (repaint: ...) 10.00 2.25
Pilgrim ("flesh" is gold) 22.00 5.00
Pilgrim (repaint: "flesh" is flesh toned) 20.00 5.00

X-MEN/X-FORCE

X-MEN
TOY BIZ (1990-1995)
Ahab with Harpoon-Shooting Sam 10.00 2.25
Apocalypse w/Extending Body 15.00 4.00
Apocalypse with Transforming Weapon Arms (2nd Edition) 12.00 2.50
Archangel with Missile-Shooting Wings (gray wings) 15.00 4.00
Archangel with Missile-Shooting Wings (white wings) 12.00 3.00
Archangel ... with Wing-Flapping Action 12.00 3.00
Banshee with Sonic Scream 12.00 3.00
Battle Ravaged Wolverine with Berserker Rage Action (a.k.a. Wolverine 10th edition) 9.00 2.00
Beast with Mutant Flipping Power 20.00 5.00
Bishop with Quick-Draw Weapon Release 15.00 3.00
Bishop ... with Weapon Release (flashback series, gray outfit) 10.00 2.25
Bishop II with Weapon Release (flashback series, red outfit) 8.00 1.75
Bonebreaker with Mutant Attack Tank 8.00 2.00
Brood with Attack Action 8.00 1.75
Cameron Hodge with Water-Blasting Bio Weapon 8.00 1.75
Captive Sabretooth with Break-Away Action 8.00 1.25
Ch'od 8.00 1.75
Colossus with Power Lift Action (light blue trim) 15.00 4.00
Colossus with Power Lift Action (dark blue trim) 10.00 2.25
Colossus with Power Lift Action (no yellow) 12.00 3.00
Corsair, Swashbuckling Space Pirate (Phoenix Saga series, blue card) 12.00 3.00
Corsair, Swashbuckling Space Pirate (Phoenix Saga series, orange card) 8.00 1.75
Cyclops with Laser Light Eyes (blue & white) 18.00 4.00
Cyclops with Laser Light Eyes (no "X," red belt) 12.00 3.00
Cyclops with Lightning Optic Blast 12.00 3.00
Eric the Red with Super Metallic Armor 10.00 2.25
Forge with Quick-Draw Action (brown helmet) 25.00 6.00
Forge with Quick Draw Action (brown ...) 18.00 4.50
Forge with Quick Draw Action (yellow helmet) 20.00 5.00
Gambit w/Power Kick Action 12.00 2.50
Gladiator with Super Strength Power Punch (Phoenix Saga series, blue card) 10.00 2.25

KEY: price went up | price went down | new figure | hot figure

the Wizard ACTION FIGURE Price Guide

Gladiator with Super Strength Power Punch (Phoenix Saga series—orange-carded) 8.00 .75
Havok with Projectile Throwing Action 10.00 2.00
Iceman (Changes Color in Freezer, transparent) 38.00 10.00
Iceman (Changes Color in Freezer, blue patches) 18.00 4.00
Iceman with Super Ice Slide 15.00 3.25
Iceman II with Extending Ice Limbs 10.00 2.00
Juggernaut with Power Punch Action (orange boots) 18.00 4.00
Juggernaut with Power Punch Action (red boots) 7.00 1.50
Kitty Pryde (ToyFare Spring Special mail-away exclusive, released in '97) ••
Kylun w/Twin Striking Swords 6.00 1.50
Longshot with Knife-Throwing Action 9.00 2.00
Magneto with Magnetic Hands & Chest (solid gloves & boots) 18.00 4.00
Magneto with Magnetic Hands & Chest (striped gloves & boots) 8.00 1.75
Magneto with Super Spark Action 15.00 4.00
Maverick with Quick-Draw Weapon Action 7.00 .50
Morph (Mutant Shape Shifter) 18.00 4.00
Mr. Sinister with Power Light Blast 15.00 4.00
Mr. Sinister with Power Light Blast (with goatee) 10.00 2.25
Nightcrawler w/Super Suction 35.00 8.00
Omega Red with Whipping Tendril Weapons 10.00 2.25
Omega Red with Whipping Tendrils Flashback series (black or red outfit) 8.00 1.75
Phoenix with Fiery Phoenix Power (Phoenix Saga series—blue-carded) 15.00 4.50
Phoenix with Fiery Phoenix Power Phoenix Saga series—orange-carded 22.00 4.50
Phoenix with Power Upper Punch (Flashback series) 15.00 4.00
Professor X with Secret Control Panels 12.00 3.00
Random with Missile-Blasting Arm 7.00 1.50
Raza with Swashbuckling Sword Action 6.00 1.50
Robot Wolverine (Albert) with Robotic Arm Weapon (a.k.a. Wolverine 6th edition) 10.00 2.25
Rogue with Power Uppercut Punch (with eye shadow) 22.00 5.00
Rogue with Power Uppercut Punch (without eye shadow) 25.00 6.00
Sabretooth with Self-Healing Wounds 15.00 4.00
Sabretooth with Snarl & Swipe Action 10.00 2.25
Sauron with Savage Attack Wings (black & gold cloth) 8.00 2.00
Sauron with Savage Attack Wings (gold cloth only) 8.00 2.00
Savage Land Wolverine with Super-Slashing Claw Action (Flashback series, a.k.a. Wolverine 11th ed.) 8.00 2.00
Senyaka with Whip-Snapping Action (purple-carded) 8.00 1.50
Senyaka with Whip-Snapping Action (reissue, blue-carded) 8.00 1.50
Silver Samurai with Meta Samurai Armor 8.00 1.75
Space Wolverine with Slashing Space Armor (a.k.a. Wolverine 8th edition, Phoenix Saga series) 10.00 2.00
Spiral with Arm-Spinning Action (Invasion series) 15.00 4.00
Storm with Power Glow 38.00 10.00
Storm with Power Glow (shiny silver or gray plastic) 18.00 4.00
Strong Guy w/Power Punch 12.00 3.00
Sunfire with Removable Solar Armor 12.00 3.00
Trevor Fitzroy with Futuristic Crystal Battle Armor (blue body) 10.00 2.25
Trevor Fitzroy with Futuristic Crystal Battle Armor (repaint: purple body, FAO Schwarz exclusive) 6.00 1.50
Tusk with Surprise Attack Mutant 10.00 2.25
Warstar (Surprise Attack Team, from the Phoenix Saga series—blue-carded) 6.00 2.25
Warstar (Surprise Attack Team, from the Phoenix Saga series—purple-carded) 10.00 2.25
Wolverine Fang with Super Slashing Claw Action (a.k.a. Wolverine 9th edition) 9.00 2.00
Wolverine with Snap-Out Claws (1st edition) 22.00 5.00
Wolverine with Spring-Out Slashing Claws (2nd edition) 20.00 5.00
Wolverine with Savage Strike-Twist Action (3rd Edition) 22.00 5.00
Wolverine with High-Tech Training Helmet (4th Edition—green cables) 12.00 3.00
Wolverine with High-Tech Training Helmet (4th Edition—silver & gray cables) 22.00 5.00
Wolverine with High-Tech Training Helmet (4th Edition, repaint: Kay-Bee exclusive with red cables) 18.00 4.00
Wolverine with Thrusting Knife Action (5th Edition, black costume) 15.00 4.00
Wolverine-Street Clothes Street Tough (7th Edition) 10.00 2.25
X-Cutioner w/Battle Staff Spinning Action (dark green body) 8.00 1.75
X-Cutioner w/Battle Staff Spinning Action (light green body) 16.00 4.00

X-MEN/X-FORCE

TOY BIZ (1992-CURRENT)

Arctic Armor Cable 8.00 1.75
Avalanche with Exploding Rock Platform 8.00 1.75
Black Tom with Power Bio-Blast 12.00 3.00
Black Tom with Powering-Blast 8.00 1.75
Blob 20.00 5.00
Cable Cyborg 8.00 1.75
Cable Stealth 6.00 1.25
Cable with Clobber Action (1st edition) 8.00 1.75
Cable with Deep Space Armor (2nd Edition) 8.00 1.75
Cable with Rapid Rocket-Firing Action (3rd Edition) 8.00 1.75
Cable with Ai Assault (4th Edition) 8.00 1.75
Cable w/ Deep Sea Gear Sth 8.00 1.75
Caliban with Mutant Roaring Attack 8.00 1.75
Cannonball with Catapult-Launching Action (pink coat) 40.00 1.00
Cannonball with Catapult-Launching Action (purple coat) 20.00 5.00
Commando with Techno Sludge Liquid Blaster 8.00 1.75
Cornucopia with Mutant-Hunting Hover Craft 10.00 2.25
Deadpool with Spring-Out Dagger (1st edition) 40.00 11.00
Deadpool with Hidden Removable Mask (2nd) 20.00 5.00
Domino w/Twin Weapon Arsenal 15.00 4.00
Exodus with Plasma Burst 8.00 1.75
Forearm with Four Arm Punching Action 18.00 4.00
G.W. Bridge w/Rapid-Fire Gun 8.00 1.75
Genesis 8.00 1.75
Gideon w/Sword-Slashing Thrust 8.00 1.75
Grizzly with Crushing Power Hammers 12.00 3.00
Kane with Snap-Back Living Hand (black hair, red leg belt) 15.00 4.00
Kane with Snap-Back Living Hand (gray hair, blue leg belt) 85.00 29.00
Kane with Snap-Back Living Hand (gray hair, red leg belt) 18.00 4.00
Kane with Double-Fisted Weapons (2nd edition) 10.00 2.25
Killspree with Slashing Blade Arms 18.00 4.00
Killspree with Ripping Forearm Blades 6.00 .25
Knute with Shrunken Heads 8.00 1.75
Mojo with Wild "Whip" Tail 8.00 1.75
Mojo with Wild Whipping Tail Action 6.00 1.25
Nimrod with Mutant-Seeking Missiles 8.00 1.75
Pyro w/ Mutant Flame Thrower 8.00 [illegible]
Quicksilver w/2-Fisted Quick Draw 8.00 1.75
Rictor with Power Vibes 10.00 2.25
Shatterstar with Dual Sword Action (1st edition) 10.00 2.25
Shatterstar with Dual Sword Slashing (2nd Edition) 10.00 2.25
Shatterstar II with Twin Slashing Swords 8.00 1.75
Slayback with Extending Bio-Mechanical Arms 6.00 1.25
Stryfe with Flip-Up Helmet reveals identity 8.00 4.00
Sunspot with Explosive Power Punch 15.00 3.00
Urban Assault Cable with Shoulder Cannon Blaster 8.00 1.75
Warpath with Thunder Punch Action 15.00 4.00
Warpath with Smashing Power Punch (2nd Edition) 10.00 2.25
X-Treme with Axe Attack 8.00 1.75

X-MEN/X-FORCE (VEHICLES & ACCESSORIES)

TOY BIZ (1992-CURRENT)

8-inch Mega Armor Storm (with Storm figure) ••
12-inch Rogue with removable costume 25.00 6.00
12-inch Storm with removable costume 30.00 7.00
12-inch Wolverine with removable costume 30.00 7.00
Blackbird Jet 15.00 4.00
Danger Room: Cyclops Light Force Arena 18.00 5.00
Danger Room: Wolverine Combat Cave (Wal-Mart exclusive) 18.00 5.00
Elec. Talking Wolverine 25.00 6.00
Magneto Magnetron 18.00 4.00
Mega Armor Wolverine 10.00 2.25
Mini Blackbird Jet 15.00 4.00
Mutant Hall of Fame (10 figures: Magneto, Cyclops, Professor X, Wolverine, Sauron, Archangel, Juggernaut, Sabretooth, Iceman, Apocalypse) 50.00 12.00
Sentinel 25.00 6.00
Wolverine Bump & Go Cycle 10.00 2.25
Wolverine Jeep 15.00 4.00
Wolverine Mutant Cycle (Wal-Mart exclusive remote control) 18.00 4.00
X-Men Headquarters 35.00 9.00
X-Men Weapon X Lab 10.00 2.25

X-MEN 2099

TOY BIZ (1995-1996)

Bloodhawk 8.00 1.75
Breakdown 8.00 1.75
Brimstone Love 8.00 1.75
Halloween Jack 8.00 1.75
Junkpile 8.00 1.75
La Lunatica 15.00 4.00
Meanstreak 8.00 1.75
Metalhead 8.00 1.75
Shadow Dancer 8.00 1.75
Skullfire 8.00 1.75

X-MEN: AGE OF APOCALYPSE

TOY BIZ (1995-1996)

Apocalypse 8.00 1.75
Cyclops 10.00 2.25
Gambit 8.00 1.75
Magneto 12.00 3.00
Sabretooth 8.00 1.75
Weapon X (Wolverine) 8.00 1.75

X-MEN: BATTLE BRIGADE

TOY BIZ (1996-1997)

Archangel (blue 8.00 1.75
Archangel (repaint: red 50,000 ed.) 10.00 2.25
Beast "Age of Apocalypse," red and black) 8.00 .75
Beast ("Age of Apocalypse," repaint: classic blue-and-yellow 50,000 ed.) 10.00 2.25
Colossus (X-Men costume) 8.00 1.75
Colossus (repaint: Acolyte costume, 50,000 ed.) 10.00 2.25
Lady Deathstrike 10.00 2.25
Lady Deathstrike (repaint: reds & browns are darker, 50,000 ed.) 12.00 3.00
Patch Wolverine 8.00 1.75
Patch Wolverine (repaint: 50,000 ed.) 10.00 2.25

X-MEN: CLASSICS

TOY BIZ (1995)

Beast 10.00 2.25
Cyclops 10.00 2.25
Gambit 10.00 2.25
Magneto 10.00 2.25
Storm 15.00 4.00
Wolverine 10.00 2.25

X-MEN: CLASSICS LIGHT-UPS

TOY BIZ (1996)

Gambit 10.00 2.25
Juggernaut 10.00 2.25
Nightcrawler 12.00 3.00
Psylocke 15.00 4.00
Wolverine Stealth 12.00 3.00

X-MEN: GENERATION X

TOY BIZ (1996)

Previously Generation X

Banshee (black & yellow body) 10.00 2.25
Banshee (blue & yellow body) 10.00 2.25
Marrow 12.00 3.00
Mondo 10.00 2.25
The Protector 8.00 1.75
White Queen (flesh legs) 20.00 5.00
White Queen (white legs) 12.00 3.00

X-MEN: MUTANT ARMOR

TOY BIZ (1996-1997)

Heavy Metal Beast 8.00 1.75
Iceman (crystalline armor) 8.00 1.75
Professor X (astral armor) 10.00 2.25
Quicksilver (blue) 8.00 1.75
Quicksilver (repaint: black and white 50,000 ed.) 8.00 1.75
Wolverine (anti-magnetism armor) 8.00 1.75

X-MEN: NINJA FORCE

TOY BIZ (1996)

Dark Nemesis (a.k.a. Holocaust) 8.00 1.75
Space Ninja Deathbird 12.00 3.00
Ninja Psylocke 12.00 3.00
Ninja Sabretooth 8.00 1.75
Ninja Wolverine 8.00 1.75

X-MEN: ROBOT FIGHTERS

TOY BIZ (1997)

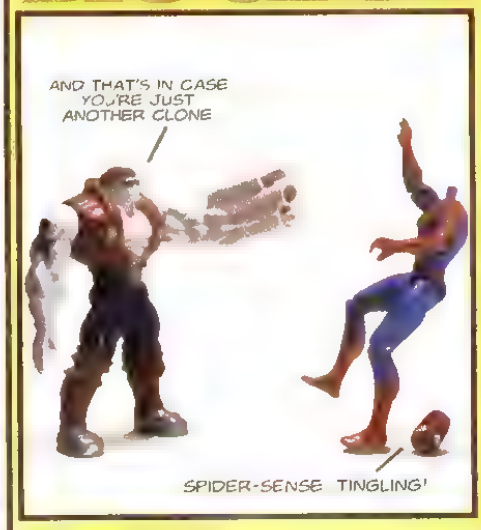
Cyclops with Apocalypse Drone 8.00 1.75
Gambit with Drone 8.00 1.75
Jubilee with Sentinel Hand 10.00 2.25
Storm with Lightning Weather Sphere 10.00 2.25
Storm (repaint: short hair, last 100,000 ed.) ••
Wolverine with Sabretooth Simulator 8.00 1.75

YOUNGBLOOD

McFARLANE TOYS (1995)

Crypt 12.00 3.00
Die Hard 9.00 2.00
Dutch 9.00 2.00
Sentinel 9.00 2.00
Shaft 9.00 2.00
Troll (white stripe on shirt) 25.00 6.00
Troll (no white stripe) 25.00 6.00

BIG SHOT



RANDOM VS. SPIDER-MAN

X-Men/Spider-Man Animated Series (Toy Biz)

Comic book artists always get a kick out of seeing characters they designed come to life as action figures. Event Comics' Joe Quesada (*Ash*) got a special surprise with Toy Biz's Random action figure, a literal interpretation of the character he designed. "Marvel never told me they were making a Random action figure!" Quesada explains. "I literally walked into a store and saw it sitting there." Quesada's designs for X-villain Exodus and Knights:End and Knightquest Batman costumes have also appeared as figures, from the 'Biz and Kenner, respectively—plus, he's all set to launch the firefightin' Ash action figure. "It's every kid's dream to have their own toy. I still get that kid-like enthusiasm taking the toys out of the box and playing with them."

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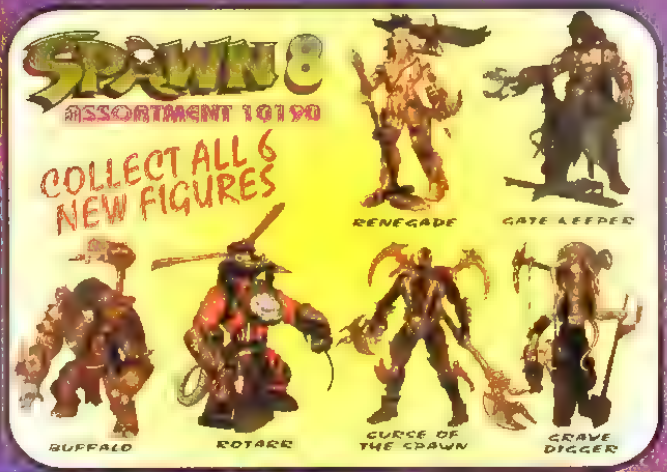
SPAWN DELUXE FIGURES



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HOMEMADE HEROES

THE ARENA FOR FAN-MADE ACTION FIGURES.

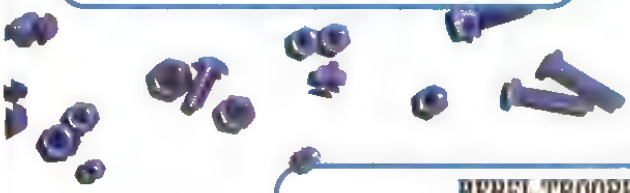
GRAND PRIZE

All of the following figures were made from plain old, ordinary figures and household materials, and each of the truly talented creators will receive two copies of *Groo the Wanderer*, signed by Sergio Aragonés. The Runner-Up will receive four signed-by-Sergio Groo comics, and the Grand Prize Winner runs away with the four signed Groo books, plus a Groo Cheese Dip statue! Fantastic work, folks!

Thanks a bunch to the folks at Graphitti Designs for the spiffy prize!

BRUCE WAYNE: AGENT OF S.H.I.E.L.D.
Carlos Flores of San Antonio, Texas
This Bruce Wayne, Agent of S.H.I.E.L.D. became reality when Carlos amalgamized a Toy Biz Spy Wolverine figure with a Punisher figure's trench coat. And kudos to Carlos for a neat packaging job!

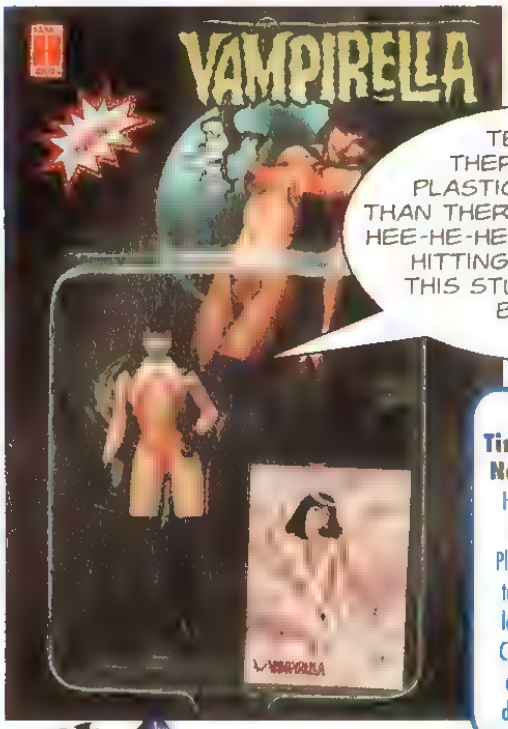
RUNNER-UP



REBEL TROOPER
Chad Zalud of Elgin, Ill.
Chad repainted a Han Solo (Star Wars: POTF) and produced the helmet from clay to create this Rebel Trooper (who was scanning the skies above Yavin 4). And don't these Rebel Trooper guys have some of the coolest outfits in the "Star Wars Trilogy"?

AVENGELYNE
Jonathan Yuan of Rowland Heights, Calif.
Don't let the innocence of this Barbie doll fool you. Jonathan added some black paint, vinyl, embroidery floss, pins and a brass cross charm to a Mattel Pretty Hearts Barbie, creating a peachy Avengelyne who could kick your butt, our butts and even Rob Liefeld's butt

RORSCHACH AND DR. MANHATTAN
Matt J. Britton of Burbank, Calif.
Dr. Manhattan features a repainted Toy Biz Gideon head on a Spider-Man body, while Rorschach is a truly weird meld of a Spidey head, a Light-Up Gambit's body and a painted Tylenol capsule glued to The Night Man's gun. Talk about your headaches (ahem).



VAMPIRELLA
Timothy Kauszler of Newport News, Va.
Hubba hubba! Vampirella sucked the life out of a Playmates Voodoo figure to take the form of this fine-lookin' rendition of Harris Comics' brave beauty. And again, the packaging job doesn't, er, suck. (Get it?)

BLACK PANTHER
Rhea T. Vanarsdall of Lakeland, Fla.
A repainted Toy Biz ball jointed Spider-Man figure, the Black Panther looks ready to join the hunt for an actual Toy Biz action figure of himself.

HEY!

If you're interested in entering the homemade figure contest, send well-lit, clear, color photographs (No Polaroids, and put 'em in a cool or funny pose!), along with your name, address, description of how you created your figure, and your full phone number (including area code) to:

HOMEMADE HEROES
c/o Wizard Press
P.O. Box 118
Congers, NY 10920-0118

a look at some cool stuff with an alternative twist

The Next 'Calvin & Hobbes'?

Frank Cho's lush and lively 'Liberty Meadows' comic strip is coming to a newspaper near you

If your daily newspaper looking a little drab and boring now that great cartoons like "Calvin & Hobbes," "Bloom County" and "The Far Side" have faded into oblivion? Well, the only thing left for you to do is [illegible] Cho's [illegible] "Liberty Meadows." Cho has the potential to [illegible] acters back to the comic strip world.

Cho, a 25-year-old Baltimore resident and [illegible] strip that has all the charm, wit and superb [illegible] "Calvin & Hobbes" and the others mentioned above. [illegible] the-wall animals at Liberty Meadows, an animal [illegible] for creatures who have lost their natural habitats. The animals—who speak and act very much like humans—are taken care of by Brandy, a beautiful animal psychologist and [illegible] who appears to have [illegible] worker. The goofy gang of animals they look after includes Ralph, a mischievous midget bear, his partner-in-crime Leslie (a bullfrog), [illegible] Dean, the embodiment of a chauvinist pig who Cho claims is based on his roommate.

Most of these characters first appeared [illegible] Cho's [illegible] University of [illegible] book [illegible] due to [illegible] pranks [illegible] vomiting) [illegible] relaxing [illegible] Frank (who [illegible] "[illegible]") [illegible]. After [illegible] developing a cult following, Cho went on to win the Best College Cartoon[illegible] from the [illegible] Foundation and the Charles Schulz Plaque for Excellence in Cartooning. After graduating, [illegible] University — The Angry [illegible] of the [illegible] well. "I had a couple of book signings on [illegible] for three hours to get [illegible]," Cho recalls. "I never knew I was that popular."

The transition from college success to [illegible] syndicated [illegible] beautiful women. But it just so happens his women are a little too beautiful for the general public. "The syndicate's big comment was Brandy's cup size," Cho claims. "Literally they told me to make her less [illegible] and curvaceous. I submitted the first coupl[illegible] and then [illegible] and they [illegible] saying, 'Reduce breasts and buttocks.' It was so weird. Obviously they haven't seen 'Blondie,' because Blondie is stacked."

It took Cho a few tries to find a syndicate (which is a company that distributes comic strips to newspapers) that would accept his work. Most of the major syndicates rejected his proposal for "Liberty Meadows" because the humor was deemed "too aggressive and too fresh." But it was just those qualities that brought him to the attention of the Creators Syndicate (and he did have problems with the anatomical gifts of his characters). "They thought it was aggressive, fresh and hip. (Gosh, I hate that word, 'hip.') They sent me a contract within the week."

The strip is off to a respectable start and begins its run on March 31st in a number of big papers like *The Chicago Tribune*, *The Philadelphia Inquirer*, *The Denver Post*, *The Dallas Morning Star* and *The Washington Post*. It's this last paper that makes Cho a little nervous.

Another wacky day for Brandy and her [illegible]

by tom palmer jr.

[illegible] /[illegible]/[illegible]/[illegible]/[illegible]/[illegible]/[illegible]/[illegible]/[illegible]/human

vous [illegible] newspaper [illegible] they picked up [illegible] the whole [illegible] signed with [illegible] would never [illegible] about *The Post* [illegible]

Judging by [illegible] Cho has nothing to worry about. "Liberty Meadows," [illegible] scenery and [illegible] on a page full [illegible] And once the [illegible] your eyes, you'll be hooked when you [illegible] of Cho's perfectly timed jokes. [illegible] the secret behind his can't-miss formula? "Drawing comics is sort of like therapy in one part, because I get all that stuff that I want to get out of me down on paper," Cho explains. "I just want to make people laugh. So I try not to write for people, mostly it's just writing for myself, stuff I [illegible]

[illegible] newspaper need to [illegible] talent out there [illegible] guys [illegible] bandwagon.

Tom Palmer Jr. used to work at an animal sanctuary until he was caught slapping the weasels.

FYI

To get the folks at your paper to carry "Liberty Meadows," you'll have to start writing them a lot of letters. Show them this issue of *Wizard*, maybe it'll get them interested. If you want, you can write to the Creators Syndicate at 5777 West Century Blvd., Suite 700, Los Angeles, CA 90045. You can e-mail them at cre8ors@aol.com or check out their Website at http://www.creators.com. Frank Cho still has copies of *Uni versity²—The Angry Years*, the paperback collection of his college strips. Copies are just $15 postage paid, so send your order to 12 Angry Monkeys, 7844 Saint Thomas Dr., Baltimore, MD 21236 and make your checks payable to Frank Cho.

Frank Cho's Recommended Reading

"I really enjoy a lot of the small press stuff, because [it's] a lot more creative and much more honest than the mainstream superhero stuff," Cho says. "I guess my tastes are a bit snobbish." Here's a rundown of some of his favorite comics: *Bone* by Jeff Smith, *Akiko* by Mark Crilley, *Milk & Cheese* by Evan Dorkin, *Schizo* by Ivan Brunetti and *Xenozoic Tales* by Mark Schultz.

Recommended Reading

The Odd Adventure-Zine Ian and Ty Smith have made the jump from photocopied mini-comics to full-size comics with the first issue of *The Odd Adventure-Zine*. One of the good things about this series is that every issue has a nicely written self-contained story, so you can pick up and enjoy any issue. This first issue finds the main character, Moe (an investigator of bizarre and fantastic things), trying to figure out why animals and people are turning up stuffed by a mysterious taxidermist. Things just get more bizarre from there. For more information, write to Zamboni Press, 16842 NW Joscelyn St., Beaverton, OR 97006.

Mister Blank Newcomer Chris Hicks has a winner on his hands. His crisp black-and-white art and beautiful gray tones make this comic a joy to look at. Hicks has also crafted an interesting story about Sam Smith, an ordinary guy who gets thrown into an action-packed adventure when he breaks out of his drab routine and decides to confront two mysterious prowlers. Enough is revealed about the story in each issue to keep you interested, but Hicks holds the right amount back to keep you wanting more. If you can't find this [illegible] at your local store, you can get in touch with Slave Labor Graphics at 979 S. Bascom Ave., San Jose, CA 95128 or call them toll-free at 1-800-866-8929 for a free catalog.

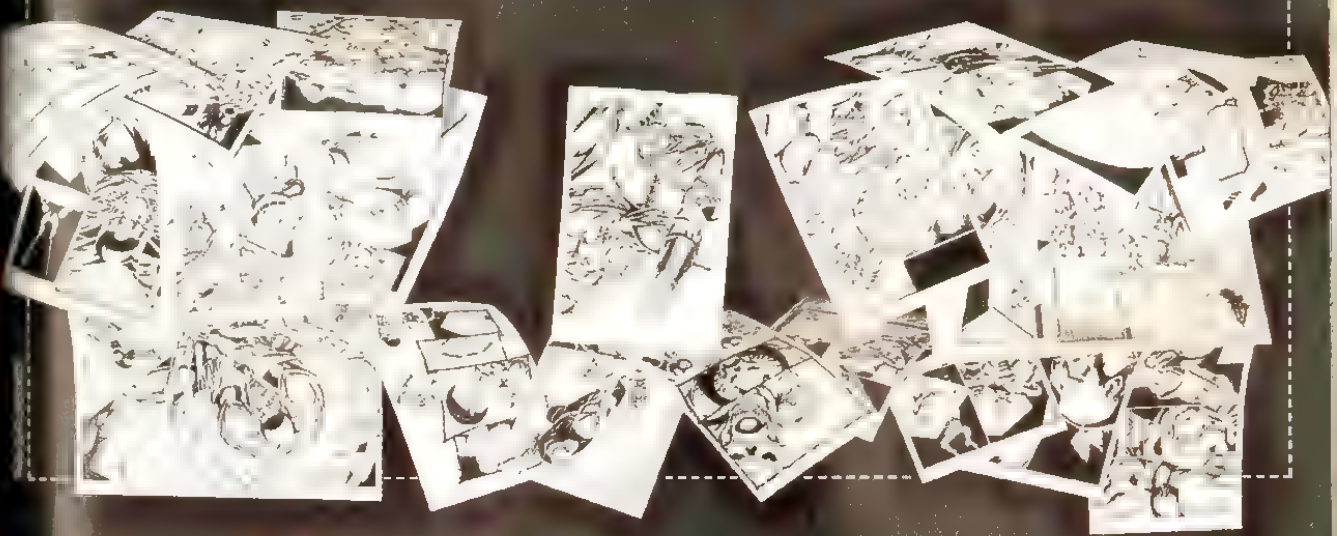
The Captain America Super Art Giveaway Contest

Want a chance to win some original art? Sure you do! Well, how about winning the original art for an entire Marvel Comic? No, better yet—howzabout winning all of Rob Liefeld's original artwork for *Captain America* #42!

What You Need To Play:

Just a pen! See, all you gotta do is fill out that official entry form below, slap it in an envelope, maybe a stamp, pop it on there and mail it off to us. One winner, chosen completely at random, walks off with the top prize!

Grand Prize (1): One lucky reader will receive all of the original artwork (including the cover) for *Captain America* #4! Sheesh! What more could ya want!



Second Prize (1): Another reader will receive a set of Rob Liefeld sketch/layout pages that went into the making of *Captain America* #4.

Third Prize (20): Twenty readers will each receive a copy of *Heroes Reborn* #1/2, autographed by Cap artist and writer Rob Liefeld and Jeph Loeb!

This contest is sponsored by Marvel Comics, patriotic to the bitter end.

MARVEL COMICS

Fill this bad boy out, put it in an envelope and send it to: Captain America Art Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

Deadline for the contest is June 30, 1997.

American Legal Matter

No purchase necessary. Contest is open to anyone except employees of Wizard Press, Marvel Comics and their immediate families or red-skulled Skrull spies. Print your name, date of birth, address, city, state, zip and telephone number (with area code) on the official entry form or a 3-by-5-inch index card. Write anything you like. Mail each entry separately to: Captain America Art Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. No photocopies of completed forms are accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your mega-zine. All entries become property of Wizard Press and none will be returned. All taxes (federal, state and local, if any) will be the responsibility of the prize winner. No cash equivalent or substitute prizes will be offered. Prizes are awarded to the winners of the contest winners and are not transferable. Offer void where prohibited, regulated or restricted by law in a manner inconsistent with the purpose of the contest itself. The only good thing about bringing back Rocky is that we don't have to watch him...or, her die again. All entries must be received at contest headquarters by June 30, 1997. Wizard Press is not responsible for lost, late, illegible, incomplete or misdirected entries. Odds of winning will be determined by the number of entries received prior to the closing date of the contest. Prize winners will be selected by random drawing from among all properly completed entries by Wizard Press. Drawing will take place on July 15, 1997.

For a list of winners, available after July 15, 1997, send a self-addressed stamped envelope to: Captain America Art Contest Winners, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

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THE SKINNY

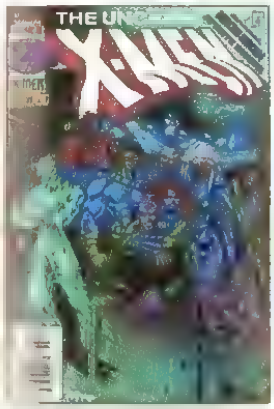
Comic book REVIEWS from the *Wizard* Editors

THE SCORING

6 THE BEST · 5 EXCELLENT · 4 GOOD · 3 SO-SO · 2 UGH · 1 CRAPOLA

THE UNCANNY X-MEN

X misses the spot despite great characters



Issues Reviewed: #337-#344
Genre: Superhero action/adventure
Publisher: Marvel Comics
Creative Team: Scott Lobdell, Joe Madureira and Tim Townsend
Price/Frequency: $1.95/Monthly

What You Need to Know: Feared and hated by the world they are sworn to protect, the X-Men learn to hone their mutant superpowers under the tutelage of telepath Professor Charles Xavier. The team consists of Cyclops, Phoenix, Wolverine, Rogue, Angel, Beast, Iceman, Storm, Bishop, Psylocke, Gambit, Cannonball and Joseph (an amnesiac Magneto).

The Good: The art style is dynamic and action packed. It successfully mixes up the panel arrangement, includes plenty of background details and keeps things moving (The splash pages always suck you right into the story.). And like the many distinguished X-styles preceding this one (established by John Byrne and Jim Lee to name a few), *Uncanny*'s art is already spawning a new trend among today's artists.

This title relies mostly on the strength of its great characters. Each of the X-Men has his/her own personality, and the interaction among the members gives the book a good family feel. A strong sense of humor between the characters also adds to the enjoyment

The Bad: If you haven't been following this title consistently, you will have a hard time getting back into the swing of things. Issue #337 deals with the repercussions of "Onslaught," and yet, nowhere does it state exactly what happened nor does it outright mention that Professor X *was* Onslaught! In issues #341-#344, the long-standing relationship between the Shi'ar and the X-Men is never explained, and the story loses its sense of purpose because of it.

And not explaining or resolving things is common. For example: Pyro's odd appearance/disappearance in issue #338, Phoenix's powers going screwy in issue #339, Angel's wings mysteriously returning in issue #338 and the emergence of Psylocke's new "phasing" powers are all conveniently not developed.

While there are some good ideas at the heart of this book, some plot points are contrived. The Phalanx (issues #341-#344) are handled almost identically to the Borg in "Star Trek: First Contact." The X-Men even beat the Phalanx with a convenient "virus," much like the resolution of the movie "Independence Day."

The Buzz: *The Uncanny X-Men* is consistently the industry's #1 best-selling book. This summer's "Zero Tolerance" X-crossover will only feed the frenzy.

The Skinny: At the heart of this book is a fun, family feeling with great characters, stunning art and an affable sense of humor. Though the series pokes fun of its own convoluted nature, it should try harder to resolve plotlines. There's too many dangling subplots without sufficient development, and you can never really enjoy these characters and their stories as much as you'd like.

Subplots like Jean's screwy powers take either too much time to develop or are forgotten completely

Great character interaction gives the book a "family" feel

The Verdict: 3

WITCHBLADE

Looks aren't everything

Issues Reviewed: #1-#11
Genre: Superhero action/adventure
Publisher: Image Comics
Creative Team: Christina Z., David Wohl, Michael Turner and D-Tron
Price/Frequency: $2.50/Monthly

What You Need to Know: Sara Pezzini's a tough cop with a strange weapon, the Witchblade, an ancient, powerful gauntlet that selects a worthy female wielder every generation.

The Good: At the heart of the book is a great concept. It modernizes the legend of King Arthur's sword Excalibur, but twists it by adding a curse. The Witchblade gauntlet is pure evil connected to a person who is intrinsically good—which sets up a potentially interesting conflict.

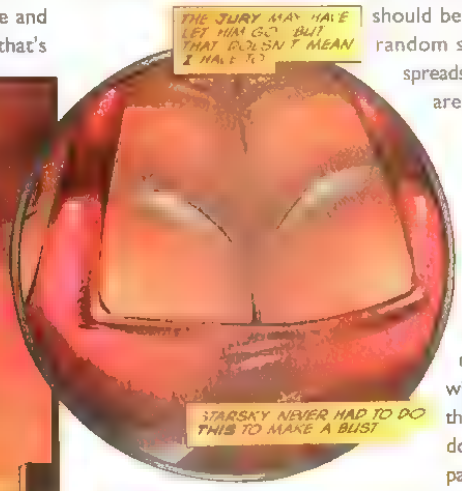
The most striking thing about this series is the gorgeous coloring. The colorist's use of vibrant oranges, yellows and blues really give *Witchblade* a sultry mood and make this book stand out.

Complementing these colors is the art. With a Marc Silvestri-esque linework, the artist is slowly developing his own style and adding a wealth of detail to his backgrounds, an element that's painfully lacking in a number of today's comics. The book has an elegantly visual style about it—there are red roses and posh furniture seemingly in every panel.

The Bad: The numerous T&A shots are rather gratuitous. Unfortunately, they are almost necessary to keep a reader's interest, because the stories move so slowly. Sluggish pacing and excessively wordy dialogue and caption text weigh the book down immeasurably. Faster pacing and fewer words would pick up the slack.

As for the characters themselves, most of them lack depth. So much time is spent on Sara battling her inner demons that there's no time devoted to the rest of the cast's character development. Her concerned partner Jake? We don't know enough about him to care (Also, as an aside, about 95 percent of the characters in the book are perfect supermodels—where are all the fat people?).

There are some technical problems, too. Sometimes the panel structure is unclear, so you're not exactly sure what order you should be reading them in. The random sideways double-page spreads are as annoying as they are unnecessary.



New readers will have a tough time jumping on board this title because there aren't any recaps explaining just what the Witchblade is. It doesn't help, either, that the first pages of most issues are so laden with text newcomers to the book might get bogged down, trying to struggle past the wordiness.

The Buzz: This book is all buzz and fans dig it. *Witchblade* is consistently high on all the sales charts and the title's connection to the new Garth Ennis/Marc Silvestri vehicle, *The Darkness*, will likely keep it there.

The Skinny: A good concept is lost amid too much dialogue, gratuitous T&A and bland characters. The *Witchblade* crew should take a cue from DC's *Catwoman* and *Supergirl* to see how to make a strong female character and an entertaining supporting cast.

Gratuitous T&A takes away from a great concept

Witchblade's awesome coloring speaks for itself (but note the excessive use of captions)

The Verdict: 2

ASTRO CITY

A great place to visit

Issues Reviewed: #1-#5
Genre: Superhero action/adventure
Publisher: Image Comics
Creative Team: Kurt Busiek, Brent Anderson and Will Blyberg
Price/Frequency: $2.50/Monthly

What You Need to Know: Astro City is a thriving Midwestern metropolis chock full of superheroes, supervillains, vampires and mystical beings. The book's stories are usually told from the perspective of one of its denizens, whether it be hero, villain or normal folk.

The Good: *Astro City*'s stories are friggin' awesome because they take typical concepts and make them into interesting concepts. Issues #2-#3 are told from the perspective a 10-year-old girl who's part of a family superteam; the story puts her in [illegible]ch of a "normal" life her fantastic family life hadn't allowed her. [illegible]ther story (#4-#5) sees the initiation of a superhero sidekick wannabe going from busboy to superhero…but being a sidekick to a mysterious vigilante isn't all it's cracked up to be. These are very [illegible]art and entertaining stories.

The dialogue and characterization are so on target you can't help but love these characters. Although the superheroes in the book have flashy costumes and incredible powers, they are portrayed realistically and the stories always center on the human side of being a hero in Astro City.

The art also does a good job of moving you through the story, beautifully complementing the scripts, with neither part overshadowing or slowing down the other. And let's not forget the lettering, something you normally only notice if it's really poor. Here, however, it fits in perfectly, making the stories easy to read.

If you're a newcomer, the title does a wonderful job of filling you [illegible]n on what's happened before, as well giving a rundown as to who [illegible]l the major characters are.

And last, but certainly not least, every issue comes wrapped with a sharp painted cover by Alex Ross.

The Bad: The only thing we can think of is that there's a lot of intentional nostalgia in this book and some readers might not be able to absorb the full "experience" of *Astro City*. The are specific comic book references like Mount Kirby (named after the late great artist Jack Kirby), and characters like the First Family and their foes have a Fantastic Four-like feel. In fact, most of the characters are inspired by others; some are just more obvious about it.

The Buzz: It took a while, but fans are finally visiting *Astro City* more regularly, as evidenced by its rapid ascent into the Top 50 on the best-seller charts (It's about time.).

The Skinny: Great art, great stories, great dialogue, great covers, great characters…everything about this series tells us *Astro City* is currently *the* best superhero comic book being published today. Period.

Being a hero ain't all it's cracked up to be, as a 10 year-old searches for a "normal" life

Being a sidekick in Astro City ain't like being Robin

The Verdict: 6

AZRAEL

Awkward elements make Azrael less real

Issues Reviewed: #21-#29
Genre: Superhero action/adventure
Publisher: DC Comics
Creative Team: Dennis O'Neil, Barry Kitson and James Pascoe
Price/Frequency: $1.95/Monthly

What You Need to Know: Given post-hypnotic mind conditioning, Jean Paul Valley becomes Azrael, the super-assassin of the secret society known as the Order of St. Dumas As Azrael, Valley transforms into a merciless killer who loses his own personality. Early in his "career," Valley briefly became Batman (subbing for Bruce Wayne who was recovering from a broken spine). Recently, he and three allies destroyed the Order itself

The Good: There are a lot of great concepts behind this book. First, Jean Paul only has access to Azrael's super-strength, speed and training when he dons the mask and costume. Second, he also gains a separate Azrael personality and loses his own, a major dilemma for Jean Paul who lacks control of his own actions. This gives an added dimension to the character, and creates an air of intrigue.

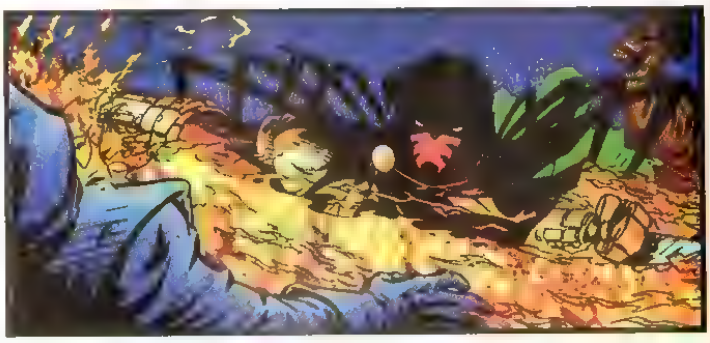
Another interesting aspect of the series is the Order of St. Dumas, which gives the book an interesting backdrop. Even though it's destroyed (as of issue #26), you can expect stories about it from time to time

The clean art style and layouts make for fast-paced storytelling. There's fine detail given to the Azrael costume, which is one of the more interesting costumes out there.

The Bad: For new readers, there are no character/story recaps to introduce each issue. Questions abound: Why does Azrael keep going to the Batcave? How did he get his powers? What is the Order all about? If you aren't up to date, you're on your own.

Many of the characters' personalities aren't fleshed out. The dialogue rarely gives you a feel for the character who's saying it, and comes across as stiff and too scholarly. For your average free-spirited, stress-laden college student, Jean Paul himself is usually unemotional and bland.

When the book deals with a character whose personality is fleshed out, the character's personality comes off rather badly—as is clearly evident when Batman makes guest appearances. It seems very out of character for the Dark Knight to let Azrael go on missions that are sure to fail, or allow him to break an inmate out of Arkham Asylum.



Azrael's missions often change direction so haphazardly you're given whiplash. Issues #24-#26 show Azrael and friends planning to kill the insane leader of the Order, but two-thirds of the way into the story they decide they have to *save* him instead. In addition, these quick-shifting plots are often contrived (i.e., just when Azrael goes to Arkham in #27, *all* the villains escape), and could be made more entertaining

The Buzz: The recent *Ash/Azrael* crossover brought attention to this character, especially with original Azrael designer Joe Quesada drawing it. Starting with issue #31, Roger Robinson will take over the art.

The Skinny: *Azrael* is a book with interesting concepts trying to break past its awkward stories and flat characters. Unfortunately, it's got a way to go.

The art is fast-paced and dynamic

Allowing a break-out from Arkham Asylum is out of character for Batman

The Verdict: 3

Only the daring need apply!

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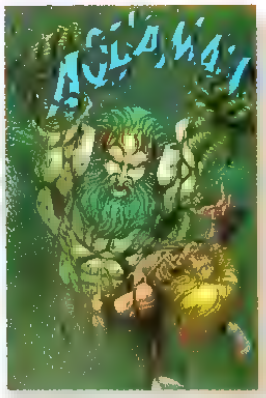
THE MUST-READ COMICS SHIPPING IN MAY

ADVENTURES IN THE DC UNIVERSE #4



AQUAMAN #34

TITLES DENOTED WITH A **MR** CONTAIN MATERIAL THAT'S SUGGESTED FOR MATURE READERS.

[EDITORS NOTE: To check out what's happening in all of your favorite Marvel titles involved in May's "Flashback Month," check out our "Flashback" feature on page 50!

ADVENTURES IN THE DC UNIVERSE #4

DC COMICS "In baneful day or grandest night, all shall tremble before my sight. Let all who oppose me take their flight, beware my power, beware Darkseid's might!" Uh-oh…looks like Darkseid is now in control of Green Lantern's power ring. Hmm…maybe if he kills alla them crappy New Gods it wouldn't be such a bad thing. By Steve Vance, John Delaney and Ron Boyd. **$1.75**

AQUAMAN #34

DC COMICS

Peter David started writing this title
and seemed to enjoy messin' with Aquaman's head
The first thing he did was chop off his hand
and give Arthur this swell hook instead.
Then he started muckin' with his powers,
making him this monster telepath.
That, and he made Artie meaner;
screw with him and he'll kick your ath.
But now his powers have gone all screwy,
he's growing scales and his eyes are all black.
Freaked out, his friends have deserted him.
This ish he fights to get them back!
By Peter David, Jim Calafiore and Peter Palmiotti. **$1.75**

BATMAN: MR. FREEZE

DC COMICS Before we talk about this comic, a quick prediction: the "Batman & Robin" movie will suck so bad it will frighten small children and make the elderly explode. Anyway, this one-shot Mr. Freeze issue is fantastic! Having ZERO to do with the movie, this story fills you in on Freeze's origin and ties with *Batman: The Long Halloween* as the best Bat-story we've read in years! Go buy it. By Paul Dini, Mark Buckingham and Wayne Faucher. Dini says, "There had never been a unified origin of Mr. Freeze. He didn't have much of a back story to him, which was something we realized when we did the animated series. That's why we created the origin of him being a cryogenics expert and wanting to save his wife. It makes him a tragic character." **$4.95**

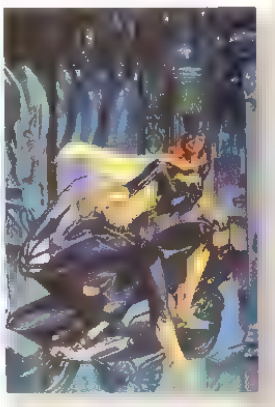
BATMAN: BATGIRL

DC COMICS Before there was Batgirl, there was plain old Barbara Gordon, daughter of Commissioner Jim Gordon. Believing she could do more by working outside of the law she donned a skintight outfit and became a costumed vigilante (Y'know, how much cooler would the world be if that's what frustrated people did in reality?). Her first case? Simple. All she's gotta do is take down…the Joker. By Kelly Puckett, Matt Haley and Karl Kesel **$4.95**

BATMAN: THE LONG HALLOWEEN #1 (OF 13)

DC COMICS Did we mention this is one of the best Bat-stories

BATMAN:MR. FREEZE



BATMAN: BATGIRL

THE FLASH #127

GEN¹³ #19

we've read all year? Yeah? Well, we'll reiterate anyway: this is one of the best Bat-stories we've read all year. It's just bursting with a rich supporting cast, a villain who's a mystery to the reader as much as to the characters and appearances by the villains in Batman's Rogues Gallery. The story is set in the cool "Batman: Year One" time frame! Do yourself a favor: go back, buy any back issues you missed and quit missing one of the best boats in comics! By Jeph Loeb and Tim Sale. **$2.95**

ONE #29

CARTOON BOOKS Trapped in a war between the Rat Creatures and the Dragons, Thorn's gotta make a tough choice: stay and fight in the valley or try and discover whatever happened to Gran'ma Ben. Plus, this issue features the triumphant return of…the possum babies!! Hoo hah! By Jeff Smith. **$2.95**

RAINBANX #5 (OF 6)

VERTIGO/DC Anna, who's already got one extra brain inside her head, has to enter the warped mind of Logan, the director of ORC's son (ORC being that wacky company growing human brains inside sheep). That and hey, how cool is it that the Undertaker is the new WWF champ? By Elaine Lee and Temujin. **$2.50**

THE FLASH #127

DC COMICS "Hell to Pay" Part 1 (of 3). Hey, what's dead and in this issue? Give up? The Flash's Rogues Gallery. Yep, looks like Heatwave, Captain Cold, Mirror Master, Weather Wizard and Captain Boomerang are back from Hell and looking to cause a great deal of property damage. Their target: the Flash's ex-hometown of Keystone City. Betcha Keystone is kinda rethinkin' that whole "no superheroes allowed" ban right about now. By Mark Waid, Brian Augustyn and Paul Ryan. **$1.75**

GEN¹³ #19

IMAGE On the run from the Keepers (no relation to the Keeblers), the kids head off to Antarctica (whoo-hoo, Fairchild in cold weather!!) in search of an old friend of their mentor Lynch. What they find is…a land that time forgot?!? Waitaminute…if this is some dinosaur-filled jungle in the middle of the Antarctic, WildStorm should be ashamed of itself. Read Marvel's *Ka-Zar* did ya? By Brandon Choi, J. Scott Campbell and Alex Garner. **$2.50**. Also, be sure to check out the *Gen¹³ Annual* #1 and see the kids get drunk in London. By Warren Ellis and Steve Dillon. **$2.95**

GREEN LANTERN #88

DC COMICS After helping out his buds at STAR Labs and visiting the grave of his old girlfriend, Kyle finally does what he's been avoiding for some time now…visit his mom. Prepare yourself ('cause Kyle won't be) for what he finds. By Ron Marz, Darryl Banks and Terry Austin. **$1.75**

HEPCATS #6

ANTARCTIC PRESS Erica and that mysterious guy from the past few issues finally meet face to face, an encounter that turns violent when Arnie arrives and gets his ass handed to him by the mystery guy. And what is Erica so pissed about? By Martin Wagner. **$2.95.**

HITMAN #16

DC COMICS "Ace of Killers" Part 2 (of 6). What's more fun than being a mind-reading hitman with X-ray eyes? Why, having Catwoman guest star in your comic so you can put your special vision to work! Whoo-hoo, nekkid Catwoman! *Ahem* Anyway, Tommy (that's Hitman) and Selina (that's nekkid Catwoman) team up to find out why the group of killers called the Arkannone are going to kill him. Also, Etrigan the Demon shows up. By Garth Ennis and John McCrea. **$2.25**

IMPULSE #27

DC COMICS Witness the impossible: in response to a curfew aimed at young teens in Impulse's town, the kids, including Bart, stage a sit-in at the mall. Get it? Bart, king of no-patience rash behavior, has to sit. Quietly. For hours. By Mark Waid, Ruben Diaz, Craig Rousseau and Wayne Faucher. **$1.75**

JLA #7

DC COMICS This is the single-best superhero team book on the

READ THIS BOOK!

KA-ZAR #3

MARVEL After slapping around Ka-Zar and nearly killing Zabu, Gregor (that's the guy who Ka-Zar's evil brother hired to kill our hero) kidnapped Ka-Zar's son and made off with him across the Antarctic wastes (wonder if he'll run into them Gen¹³ kids wanderin' out there this month and beat them to jelly?). Hot on his heels, Ka-Zar and Shanna (that be Mrs. Ka-Zar) are faced with a bit of a problem: How do you catch the man who trained Kraven the Hunter? Writer Mark Waid says, "This is the big issue. It's the climax to the first story arc. Ka-Zar and Shanna have to track Gregor across the wilderness of Antarctica to get their son back and make Gregor pay for his crimes. What's really weighing on Ka-Zar's head is that a lot of the devastation that Gregor has brought to the Savage Land is all his fault." By Mark Waid, Andy Kubert and Jesse Delperdang. **$1.95**

market today! You deserve a slap if you're not readin' this title. This ish: the JLA joins forces with the renegade angel Zauriel to combat the forces of Heaven and halt the impending Armageddon! When you got this much cool, you don't need an "X" in your title. By Grant Morrison, Howard Porter and John Dell. **$1.95**

KANE #17

DANCING ELEPHANT PRESS An unannounced *JLA #7* crossover?!? Nah, though this issue does introduce...the ANGELS (Armed No Go Emergency Liaison Squad)! When the Mayor is taken prisoner, Sgt. Nelson calls in these goons to show just how useful extreme violence can be. By Paul Grist. **$3.50**

LEAVE IT TO CHANCE #7

IMAGE Wheee! Let's tie a minor to a corpse, toss her into the sea and watch her drown! Sound like fun? Then go pick up this ish, as that's what the pirate ghost does to Chance. That, and go get some counseling, you sicko. By James Robinson, Paul Smith and George Freeman **$2.50**

LEGION OF SUPER-HEROES #94

DC COMICS Peek inside the journal of one of the time-displaced Legionnaires (Okay, actually inside the journal of Shvaughn Erin, the 30th century cop hanging with the lost Legionnaires. Same difference.)! By Tom Peyer, Tom McCraw, Lee Moder and Ron Boyd. **$2.25**

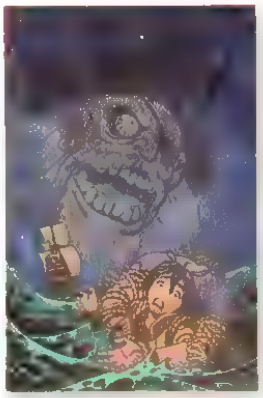
LORDS OF MISRULE #5 (OF 6)

DARK HORSE COMICS Why it sucks to be the lead character in this comic: 1) Your girlfriend was just chopped up into bite-size pieces. 2) When you return to your hometown to recover, you're attacked by ghosts, rats and demon dogs 3) That prehistoric giant warthog named Bluejohn? He's your dad. By Dan Abnett, John Tomlinson, Steve White and Peter Snejbjerg. **MR $2.95**

READ THIS BOOK!

LEGIONNAIRES #60

DC COMICS The wedding of a Legionnaire! Shame it's Violet, still under the control of the Emerald Eye, marrying that evil dillweed Mordru. Can the rest of the Legionnaires crash the wedding and stop Mordru before he becomes one with the Eye? Wait...it's double-sized, has two major villains who've kicked the Legion's butt before AND it's an anniversary issue? Yeah, and somebody's dying in this book. By Roger Stern, Tom McCraw, Jeffrey Moy and W.C. Carani. Stern says, "It's all-out action as the Legionnaires go up against Mordru, trying to stop him from becoming the power which will overcome the entire galaxy. They've also gotta stop him from marrying Violet. Some Legionnaires won't be coming back from this one." **$3.95**



LEAVE IT TO CHANCE #7

QUANTUM & WOODY #4

POISON ELVES #24

SIRIUS Women are trouble. Just ask Lusipher. First his ex-wife re-entered his life a few issues back and has been nothing but a pain, and now Morachi's wife (Morachi being Lusipher's boss from the Assassins' Guild) is back with a dark secret from Lusipher's past. Hey, with a name like Lusipher you expect life to be easy? By Drew Hayes **$2.50**

PREACHER #27

VERTIGO/DC Jesse has rescued Cassidy, escaped Masada and survived the Saint of Killers, but now he faces...Tulip. 'Member how Jesse ditched his gal Tulip to go against the grail alone? Well, she's pissed and has something special planned in return (See? Women are trouble.). By Garth Ennis and Steve Dillon. **MR $2.50**

PRIDE AND JOY #1 (OF 4)

VERTIGO/DC What do you do when a psychotic killer intent on destroying your life comes knocking on your door? Call the police? Not when that killer is tied to your own dark past, you don't. Yet another dark, unsettling, evil little story from the creator of *Preacher* (And issue #1 features one of the most shocking last pages we've seen in comics in years!). Great stuff by Garth Ennis and John Higgins. **MR $2.50**

QUANTUM AND WOODY #4

ACCLAIM Quantum wants to be the epitome of a superhero—strong, brave, a potential candidate for a "Heroes Reborn" project—all that stuff. But no one takes him seriously 'cause his partner Woody is the biggest goofball on the planet. When the two can't work together, how can they save innocents being held captive in a mall? By Christopher Priest, Mark Bright and Greg Adams **$2.50**

ROBIN #43

DC COMICS As the Spoiler learns more on the dangers of being a superhero, Tim Drake uses his Batman-trained detective skills to learn the dark secrets of his buddy Ives. By Chuck Dixon, Staz Johnson and Bob Smith. Dixon says, "Robin fans will remember the Baffler, Cluemaster's idiot assistant. He's out for revenge against the Spoiler. In this story, he's gonna blow up a building with Robin and the Spoiler in it, and inadvertently he's in it too. Robin's gonna have to get them all out and save the Baffler's life." **$1.95**

SANDMAN MYSTERY THEATRE #52

VERTIGO/DC "The Scarlet Ghost," Part 4 (of 4). The final confrontation between the Sandman and the gang that's been blowing up pulp fiction publishing houses occurs this issue. So with the exception of the assassin who's still on the loose apparently targeting all of the Sandman's loved ones, everything worked out just great. By Matt Wagner, Steven T. Seagle and Guy Davis **MR $2.50**

SAVAGE DRAGON #30

IMAGE Onslaught. The Juggernaut. Doomsday. Now brace yourself as the Dragon takes on...Dung. Bring a Wetnap. By Erik Larsen. **$2.50**

SPAWN #62

IMAGE That wench Angela has gone and screwed with something in Limbo, causing a ripple effect allowing Spawn to revert back to Al Simmons—but only for 24 hours. Now he's gotta decide: take down Jason Wynn, the man who murdered him or pay a visit to his wife Wanda. Us? We'd pay a visit to Jason Wynn's wife. That'd learn 'im. By Todd McFarlane and Greg Capullo. Ol' Spawny guy's creator himself (that's McFarlane, silly) says, "At one time or another we've all dreamed about being able to alter our past. For Spawn to become Al Simmons again is the chance of a lifetime, but we'll find out just what price will have to be paid for that chance." **$1.95**

STRANGERS IN PARADISE #6

IMAGE Let's see...Katchoo's been rejected by her best friend Francine and dumped by her quasi-boyfriend David (Yeah, Francine swings both ways.). So what's a lesbian to do? Tell ya what: she hooks back up with Darcy Parker, that evil bitch who treated Katchoo like a piece o' meat. That and it looks like Francine is reigniting a flame with Chuck. No prob there, except Chuck's currently living with Francine's new boss Rachel. By Terry Moore. **$2.75**

STRAY BULLETS #14

EL CAPITÁN Orson and Beth are still stuck in that bizarre little town of Seaside, and just when things are looking to take a turn for the better, people begin up and dying left and right. Wow, 48 pages of blood and mayhem! By David Lapham. **$3.50**

THUNDERBOLTS #4

MARVEL Arnim Zola's back and all set to genetically alter everyone in Manhattan, turning them into his slaves. Of course, the Thunderbolts are on the case and will stop him. They've also got a new member, Jolt (she's full of caffeine, too). The problem is, they don't want anyone discovering their secret. So how do they keep her away without being too suspicious? By Kurt Busiek, Mark Bagley and Vince Russell. **$1.95**

TICK SPECIAL

ACCLAIM SPOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOON! He's big, he's blue, he's nigh-invulnerable and he's dumb as a post, but the Tick is back in comics! This ain't like the old series, though. He's now in full color and in all-new adventures. You can be sure to see all his cronies, too: Arthur, Sewer Urchin, American Maid, Chairface Chippendale...all of them. But remember, it's only a special so pick it up while it's around. By Ben Edlund. **$4.50**

PREACHER #27

SANDMAN MYSTERY THEATRE #52

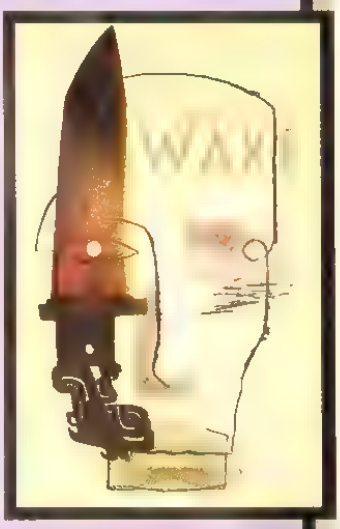
PAPERBACK PICKS

Trade Paperbacks You Won't Wanna Miss

Hellboy: Wake the Devil (Dark Horse)
You want a vampire story, well here it is. After a murder, Hellboy goes off to Romania and gets on the trail of an ancient vampire, Vladimir Guirescu. He also finds Nazi scientists who are making plans for the end of the world (What else did you expect Nazi scientists to be doing?). It's an all-out blood sucking, Nazi-stomping battle. This trade paperback collects the complete five issue mini-series, plus a brand new five-page epilogue. By Mike Mignola. **$17.95**

Monkeyman & O'Brien (Dark Horse)
It was just a regular day until Anne O'Brien opened a portal that gave her super-strength and deposited a gigantic, super-intelligent gorilla (that can talk, no less) in her house. And what do you do with a super-intelligent gorilla (other than buy lots o' banana)? You go out and fight crime. Of course, the weirdos these two fight ain't normal: there's space frogs, the Shrewmanoid and his army of monsters and living gargoyles to name a few. The *Monkeyman & O'Brien Special* plus the three-issue mini-series are included in this trade paperback. By Arthur Adams. **$16.95**

Sandman: The Wake (Vertigo/DC) ▶
Morpheus, the Sandman, is dead. What will happen to The Dreaming now that he's gone? This trade paperback collects *Sandman* #70-#75 (including three additional pages only seen in *The Dreaming* #8), and brings to a close the entire *Sandman* series. By Neil Gaiman, Michael Zulli, Jon J. Muth and Charles Vess. **MR. $19.95**



PICKS

TICK'S BACK #0

NEW ENGLAND COMICS SPOOOOOOOON! He's big, he's blue, he's nigh-invulnerable, and he's dumb as a post, but the Tick is back...waitaminute, we already said that. So what's this? Oh, this is a new one-shot leading into an all-new Tick ongoing series in August. Okay. Well, we used all of our excitement for the previous Tick write-up, so read that one. There's just some guy named Toy DeForce in this one. By Eli Stone. **$2.95**

TYRANT #0

SPIDERBABY GRAPHIX So you're a baby T-Rex livin' in prehistoric times. What do ya do? Well, for starters, you try not to get squished by the other dinosaurs. But what do you do when one of the other dinos attacks your home? Check out this ish and find out, as an Eggsucker attacks Tyrant's home. By Stephen R. Bissette. **$2.95**

TICK SPECIAL

UNKNOWN SOLDIER #4

UNKNOWN SOLDIER #4 (OF 4)

VERTIGO/DC He's taken a lot of crap along the way, but Clyde (the FBI guy) has finally found the elusive Unknown Soldier. But Clyde's not sure it's him 'cause he's the Unknown Soldier...get it? He's the Unknown Soldier. .never mind. Anyway, once he's found him, Clyde learns that he's been a pawn in the ever-twisting world of government plots and international espionage He also learns he's the last link in all of this, and it just might be his undoing. By Garth Ennis and Killian Plunkett **MR $2.50**

UNTOLD TALES OF SPIDER-MAN #7

MARVEL Osborn Chemicals spawns a new supervillain named Sundown. What is it with this place? Either new villains are created there, someone's trying to take it over or its labs are being used to create super hi-tech weapons. We think it's time for Spider-Man or someone else to just blow it up and be done with it. Anyway, Spidey's gotta stop Sundown. By Kurt Busiek and Tom Lyle. **$1.95**

YOUNG HEROES IN LOVE #2

DC COMICS The team's startin' to get things shaped up at their new HQ and gettin' to know each other a little better. They also get their first job kickin' the crap outta some sword-wielding ancient mummy that's gone on a rampage. But behind the scenes, things are getting suspicious What's Hard Drive's big plan for the team? And why does he keep telekenetically/telepathically "pushing" the other members of the team toward certain things. Hmmm...somethin's fishy. By Dan Raspler, Dev Madan and Keith Champagne. **$1.75** W

AT A GLANCE

A LISTING OF THE HIGH-PROFILE BOOKS SHIPPING IN MAY

Ash: Cinder & Smoke #1 (Event)
A new villain, Smoke, shows up to make trouble for Ash and crew. **$2.95**

Batman #544 (DC)
The Joker and Etrigan the Demon team up to take down Batman. **$1.95**

Curse of the Spawn #9 (Image)
Get a look at where Angela came from and why she's the type of angelic warrior she is. **$1.95**

Darkchylde: The Diary #1 (Image)
Get a look inside the mind of Ariel, as you peek inside her diary. **$2.50**

Detective Comics #711 (DC)
Bruce Wayne must stop a bunch of crimes, but he can't change into his costume or he'll give away his secret identity. **$1.95**

DV8 #8 (Image)
Some of the kids find children, and only children, playing in the streets of a supposedly abandoned Russian city. **$2.50**

Evil Ernie: Destroyer #1 (Chaos!)
Evil's hellbent on eradicating all life, so he goes to get some nukes to do the job right. **$2.95**

Fantastic Four #9 (Marvel)
The Fantastic Four find out just who and what the Inhumans are. **$1.95**

Gen[13] Bootleg #7 (Image)
Roxy goes off to a Renaissance fair, but doesn't come back. So the rest of the gang goes after her. **$2.50**

Iron Man #9 (Marvel)
Iron Man gets beat up by Rebel and taken to the Mandarin. Only Bruce Banner (a.k.a. Hulk) can save him. **$1.95**

Manga Shi 2000 #3 (Crusade)
Shi and her gang break into COMSAFE to stop the computer core that's been oppressing humanity. But who is behind COMSAFE? **$2.95**

Star Wars Books
In *Star Wars: Dark Force Rising #1* the evil Admiral Thrawn sets his sights on Princess Leia and her twins. *Star Wars: X-Wing Rogue Squadron—Requiem for a Rogue #2* has the Squadron landing on Malrev-4 for an easy mission, but all they find is people who want them dead. **$2.95 each**

Superman Books
In *Superman: The Man of Steel #69* Superman and the Atom go into Kandor to make sure a war doesn't break out. *Superman #125* has Superman in Kandor trying to make peace, while Scorn is in Metropolis trying to take Supes' job. In *Adventures of Superman #548*, The Phantom Stranger pops in when Superman goes after Lex Luthor. And in *Action Comics #735*, Saviour comes back to Metropolis, but he's gotta fight Scorn, instead of Superman **$1.95**

Tales of the Witchblade #2 (Image)
Take a look at the previous owner of the Witchblade and what she did with it. **$2.95**

Vampirella vs. Hemorrhage #2 (Harris)
Vampirella's gotta do something before Hemorrhage kills any more people. **$3.50**

WildC.A.T.s #38 (Image)
The Puritans, a group wanting to kill all Kherubim and Daemonites on Earth, go after the WildC.A.T.s. **$2.50**

X-Files #30 (Topps)
When a body is found with all its skin torn off, Scully and Mulder have to investigate. **$2.95**

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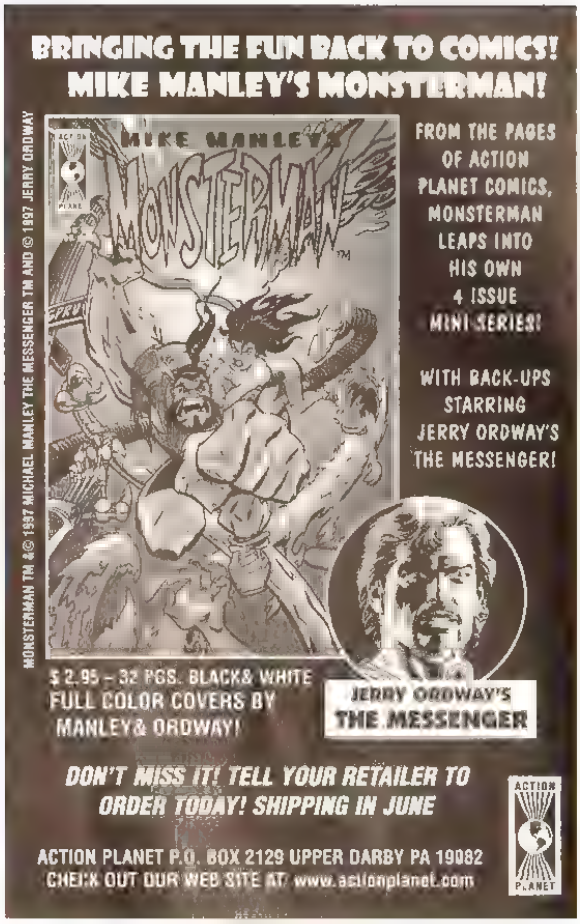
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TRAILER PARK

Wizard's column about Hollywood and TV and stuff like that

JUSTICE LEAGUE TV

By Rob Allstetter

This is quickly becoming the year of the **Justice League**. The new *JLA* comic book series has been a brisk seller, and several of DC's venerable heroes will be appearing in live-action form before the year's end.

Here's a rundown:

• Warner Bros. is producing a live-action movie pilot, "The Justice League of America," that began filming in late March. The movie, and possible subsequent weekly series, will be on CBS.

The story, written by Lorne Cameron and David Hoselton, is loosely based on the late-1980s Justice League by **Keith Giffen** and **J.M. DeMatteis**, which featured a lighter tone and lots of humorous interplay between the JLA members. Scott Shepherd is the movie's executive producer.

The Justice League's television lineup includes: **Martian Manhunter**, the mysterious leader of the team; **Flash** (Barry Allen, the Silver Age version), who has problems finding a job; **Green Lantern** (Guy Gardner), who struggles trying to mix his girlfriend into his superhero lifestyle; **The Atom** (Al Pratt, the Golden Age version), a science teacher; **Fire**, an aspiring actress; and **Ice**, a research lab assistant.

The cast includes Kenny Johnston as Flash, John Kassir as The Atom, Michelle Hurd as Fire, Kim Oja as Ice, Matthew Settle as Guy and Lisa Donovan as Cheryl, Guy's girlfriend. At press time, there was no actor assigned to the J'onn J'onzz role, and it doesn't appear the Flash in the telefilm will be in the same continuity from "The Flash" series that aired on CBS in 1990.

The story begins with the Justice League already established and Ice's origin is incorporated and linked to the film's villain, the Weatherman. Look for the Weatherman to menace the League's home turf (New Metro) with a weather-controlling device. There are several action sequences in the story, with the League members using their comic-book powers.

CBS is expected to announce its fall lineup in May.

• Casting calls have gone out on both coasts for the lead role in a possible **"Aquaman"** TV series, which would likely be for the WB Network. This version of Aquaman is Arthur Curry, who must balance his land identity as founder of an oceanographic institute with his Atlantean heritage as protector of the seas.

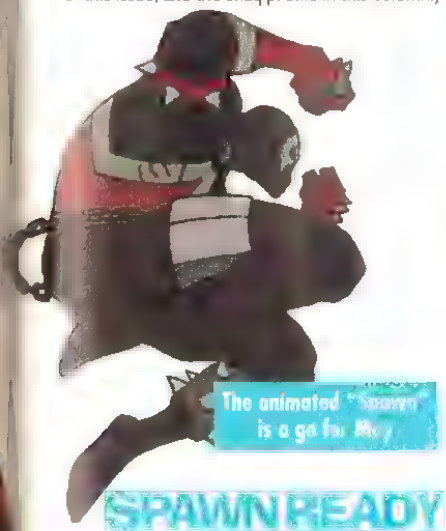
• **Nicolas Cage**, the Academy Award-winning actor from "Leaving Las Vegas," has been in talks to play the lead in the new theatrical **Superman** film Warner is targeting for a summer 1998 release. **Sandra Bullock** is rumored to be in discussion for the role of Lois Lane (Cage, a big comics fan, has also been linked to an "Iron Man" film from 20th Century Fox.).

• **"Lois & Clark: The New Adventures of Superman,"** which has been slumping in the ratings this season, was moved from Sundays to Saturdays (8 p.m. ET) by ABC beginning April 12.

A representative of ABC could not release any information about a likely cliffhanger to end the series' fourth season in May. Rumors continue that a baby might be in the future for Lois and Clark, although sources said DC Comics is resisting that.

Beginning in September, reruns of "Lois & Clark" will air on the TNT cable network.

• This year's two big DC movies, **"Batman & Robin"** and **"Steel,"** remain on course for summer theatrical release (Look for a behind-the-scenes spotlight on "Batman & Robin" on page 44 of this issue, and the Shaq profile in this column.)



The animated "Spawn" is a go for May

SPAWN READY TO SHOW

Mark these dates on your calendar: May 16 for the premiere of the **"Spawn"** animated series on HBO and Aug. 22 for the opening of the "Spawn" live-action movie from New Line Cinema.

The adult-oriented animated series has six initial episodes that will air on successive Fridays at midnight. The six episodes will be repeated in September, and six more new episodes are planned for 1998.

Alan McElroy, writer of the live-action movie and co-executive producer of the animated series, wrote the first three episodes of the animated series: "Burning Vision," "No Rest, No Peace" and "Evil Intent."

The first three episodes include Spawn's arrival, his initial confusion and first encounter with the Clown, subplots involving Jason Wynn, Tony Twist and Senator Kincaid, the first transformation of the Clown into Violator, a battle with Overt-kill and the arrival of Chapel.

McElroy also has been hired to write the screenplay for a movie based on Capcom's *Resident Evil* video game. The movie rights to *Resident Evil* were purchased by Germany's Constantin Films, which is also co-producing "Silver Surfer" and "Fantastic Four" films with 20th Century Fox.

Photo courtesy of Everett Collection

Zombie will work on the next "Crow" Movie

ZOMBIE IN CROW'S NEST?

First it was Jon Bon Jovi who was rumored to be in **"The Crow"** sequel. Now, **Rob Zombie** has been linked to a Crow movie. MTV has reported that Zombie, lead singer of the rock band White Zombie, will be involved in the third film version, which is not to be confused with the upcoming "The Crow" television series.

A representative of Pressman Films, which produced "The Crow" and "The Crow: City of Angels," declined to speculate about Zombie's involvement, but did recognize him as "an intriguing talent."

Zombie has a film background and recently contributed to a hallucinogenic scene in the animated movie "Beavis and Butt-Head Do America" and to the soundtrack for the Howard Stern movie "Private Parts."

'JEDI' WINS BOX-OFFICE WARS

"Return of the Jedi" completed a box-office hat trick in March. All three of the re-released "Star Wars" films opened at the No. 1 position at the box office and stayed in the top five for at least three weeks. "Return of the Jedi" was pushed back a week from its original release date of March 7 to allow more room for "The Empire Strikes Back" to flourish in theaters.

Peter Mayhew, the 7-foot-3 English actor who played Chewbacca, said he was delighted at how well the films were received.

"It's been surprising, the renewal of it," said Mayhew. "The films just get better. It's really a fairy story set in modern times with believable characters. You get goodies. You get baddies. It's something for both the younger and older generations."

Mayhew, 55, said he would jump at the chance to get back in the mask and mohair suit and be a Wookiee again for any of the new films "Star Wars" creator George Lucas is planning.

"I'd love to do them, even if it's only one," he said. "We still don't know if Chewie is going to be in them, but it's lovely to be involved in anything George does."

DILBERT ON FOX?

The Fox Network has released a list of 28 possible series in development for the next television season, including several with comic genre ties. They are:

"Dilbert": A live-action version of Scott Adams' popular comic strip. The series will include Dilbert's best friend Wally, his adversary Ken, their militant co-worker Alice and winsome consultant, Heather. Dogbert is also part of the series. Adams will co-executive produce with Bob Stevens.

"Manhattan Man": Ben Rode plays Nick Gaines, an assistant district attorney, who is forced into the superhero business as Manhattan Man. Nick's father, the original Manhattan Man (played by Ken Howard), can't pass on the tights and cape to Nick's older brother Willy (played by Ken Hudson Campbell) because a recessive gene gives poor Willy second-rate powers. Executive Producers Jamie Widdoes and Jonathan Axelrod are the creators of what Fox described as "a dysfunctional family of superheroes."

"The Notorious": Described by Fox as a "clever real-life comic book for adults," the series is about seven crime families, each representing one of the seven deadly sins. Justin Louis stars as Eddie Alighieri, framed for the death of his father by his evil uncle, played by Ben Gazzara. Roscoe Lee Browne, the veteran character actor who does the voice of Kingpin on the "Spider-Man" animated series, plays an inmate who helps Eddie.

"Blade Squad": Set in the year 2001, this action series features a police squad that moves on jet-powered roller blades. Brandon Tartikoff and Peter Iliff (writer of "Patriot Games" and "Die Hard with a Vengeance") are executive producers.

Fox will announce its fall schedule in May.

MIGHTY MARVEL UPDATE

The **"Spider-Man"** animated series was moved from 3:30 p.m. (ET) weekdays to 7:30 a.m by Fox on March 31. The series returned to the 3:30 p.m. slot from April 14-25 only....**Doctor Doom** is the villain in Mike France's script for a big-screen **"Fantastic Four"** movie ...The **"Nick Fury"** telefilm, written more than two years ago by David Goyer (who wrote "The Crow: City of Angels" and the in-production "Blade" film) and then back-burnered, now appears a possibility again for Fox. Sources confirm that **David Hasselhoff** ("Baywatch") will be playing Fury ...Greg Johnson, the story editor for the first season of **"The Incredible Hulk"** animated series on UPN, will likely return for the second season.

CASPER IS TARZAN

Casper Van Dien and **Jane March** will star in **"Tarzan & Jane,"** a post-Greystoke movie from Village Roadshow Pictures.

"Tarzan & Jane" began production in March in South Africa. Carl Schenkel ("The Mighty Quinn," "Knight Moves") is directing from a screenplay by J. Anderson Black and Bayard Johnson. The story involves Tarzan returning to Africa to save his homeland.

Van Dien is also starring in **"Starship Troopers,"** scheduled for a Nov. 6 release. In that film, he plays the leader of a group of young soldiers who must defend themselves against a species of alien insects.

Jane March (below) as Jane Porter in "Tarzan & Jane"

Everett Collection

"Fury" meets "Baywatch" as David Hasselhoff will star in TV movie

TIME FOR TIMECOP

ABC's **"Timecop"** television series, based on the Dark Horse comic book and the Jean-Claude Van Damme movie, will have a soap-opera flavor, thanks to two of its actors.

T.W. King, a cast member of the recently canceled ABC soap "The City," will star as Jack Logan, an officer of the Time Enforcement Commission, which, in the year 2007, monitors the time stream and stands ready to intercede when history is jeopardized by temporal interlopers.

King played Danny Roberts, a former drug dealer turned bad-boy model on "The City." It was a role he created in 1994 on the soap's previous incarnation, "Loving." King's television credits also include "Tour of Duty" and "Another World."

Other series regulars include Allyson Rice-Taylor (from the soap "As The World Turns") as Amy Fuller, Don Stark as Time Enforcement Commission Captain Matuzek, Kurt Fuller as Dr. Dale Easter and Sebastian Tillinger as Bob Kreutzer.

The series began production on March 19. Supervising producer Mark Verheiden, who wrote the "Timecop" movie, said he also wrote the first TV episode, "Rocket Science," which explores the ramifications of a time traveler with "nefarious plans" going back to 1944 Germany.

The first episode is being directed by executive producer Robert Singer, who is also an executive producer on "Lois & Clark: The New Adventures of Superman." Larry Gordon is also an executive producer of "Timecop," and Dark Horse's Mike Richardson is co-executive producer.

ABC has ordered 13 episodes of "Timecop," which is scheduled to premiere this fall.

SHORT TAKES

At press time, Disney had not set a release date for the direct-to-video **"Gen13"** animated movie. The film could be released as early as September and as late as Christmas....The animated **"Ash"** movie from DreamWorks is tentatively scheduled for a 1999 release....**"Men in Black,"** the upcoming film based on the Malibu Comics series and starring Tommy Lee Jones and Will Smith, will also be an animated series. The Kids' WB network is scheduling the series, from Columbia TriStar, for an October premiere. It will air Saturdays at 11 a.m., replacing "The Daffy Duck Show."....A two-hour prequel movie will kick off cable network TNT's exclusive carrying of the **"Babylon 5"** television series. "Babylon 5: In the Beginning" will broadcast in January, and a second telefilm will begin production early next year....Alexander Salkind, who produced the first three **Superman** movies that starred Christopher Reeve, died of leukemia on March 8. According to *The Hollywood Reporter*, Salkind was believed to be 75. Also, David Doyle, who played the priest that married the Supercouple on **"Lois & Clark"** (and was also known as Bosley on "Charlie's Angels" and the voice of Tommy's grandfather on "Rugrats") died on Feb. 26 of a heart attack. He was 67. Brothers Paul and Chris Weitz, screenwriters of the upcoming DreamWorks animated feature comedy "Ants," are working on the screenplay for New Line Cinema's **"Badrock"** movie, which is based on the comic book characters created by Rob Liefeld....Michael Gondry has been tapped to direct Universal Pictures' **"Green Hornet"** film. He will oversee a rewrite of the original script by Rich Wilkes....David Quinn, who is currently writing the *Razor* comic book for London Night Studios, is writing a treatment for the **"Tommi Gunn"** movie, which will star Heather Elizabeth Parkhurst....Universal Cartoon Studios is producing 26 new episodes of the **"Casper"** animated series, pushing the Fox series' total to 52....Production began in March on "Sphere," a Warner Bros film based on Michael Crichton's novel. **Sharon Stone**, Dustin Hoffman and Samuel L. Jackson will star in the underwater thriller, with Barry Levinson directing....**"The Mask,"** the live-action movie based on the Dark Horse comic book and starring Jim Carrey, will have its network premiere April 29 on Fox....After two seasons on the Kids' WB Network, **"Freakazoid!"** is now airing on the Cartoon Network Saturdays at 7 p.m. (ET) and Sundays at 8 p.m.... "Friends" star **Matt LeBlanc** will be Major Don West in the upcoming "Lost in Space" movie.... **"George of the Jungle,"** a live-action movie based on the 1960s cartoon, is scheduled for a July 16 release. W

Rob Allstetter was once the leader of a group that took on huge mutant toothpicks.

Celebrity Profile

SHAQUILLE O'NEAL

Shaquille O'Neal wears his feelings *under* his sleeve. Already named one of the 50 greatest players ever in the NBA, the $123 million center of the Los Angeles Lakers sports a Superman tattoo on his upper arm, demonstrating his much-publicized affection for the Man of Steel. In fact, O'Neal once said he wanted to obtain ownership of DC's flagship character.

So it's no surprise then that his film follow-up to last year's "Kazaam" is "Steel," in which he stars as the DC Comics character spun off from *Superman*. The media-savvy O'Neal, who already has rap records and video games under his belt, is executive producing the Warner Bros. film with pal Quincy Jones and is contributing three songs to the movie's soundtrack.

"Steel," written and directed by Kenneth Johnson, pits O'Neal's armor-clad hero against weapons-monger Nathaniel Hale, played by Judd Nelson. John Henry Irons is helped by Sparky (Annabeth Gish) and Uncle Joe (Richard Roundtree) in constructing his superhero suit.

The movie, due in theaters in early August, will have a $22 million budget. Banking on O'Neal's commercial viability, "Steel" should be buoyed by a marketing blitz, including the soundtrack, a Kenner toy line and a tie-in with Pepsi.

O'Neal, recuperating from an injury in March, gave *Wizard* a call and spoke about comics, movie-making and what to expect when "Steel" opens in early August.

Superman: "I got the tattoo two years ago. I've got a collection of everything with a Superman emblem on it. Everything."

Wearing the Steel armor: "It was hard. It took 45 minutes to put on, [including] leg pieces, thigh pieces, calf pieces and shoulder pieces. I could run in it, but not really run. I've got the hammer. It has a demagnetizer and a gadget gun."

Favorite Superman issue: "The one where Superman meets Steel."

Favorite comic book besides *Superman*: "*X Men*. And *Wolverine*."

How the film is shaping up: "I've seen it all. I'm the executive producer. It's got a lot of action, good stunts and good special effects."

How he thinks the public will like Steel: "Old guys like [Gene] Siskel and [Roger] Ebert won't like it. They're too old. We need a new movie critics show. We need a hipper review show."

A "Steel" sequel: "Not sure. Maybe if this one does well."

His film future: "I'm going to take this summer off. I'd like to do a comedy with Chris Farley." ■ *SA*

SPECIAL REPORT
on next page

APOCALYPTICA

APOCALYPTICA
PLAYS
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SPECIAL REPORT: 'MEN IN BLACK'

By Marc Shapiro

Not a 'goofy alien movie,' 'Men' invades theaters in July

Comic books, especially comic books like the wildly appreciated, but only mildly successful, *The Men in Black*, don't become movies overnight. Sometimes it takes two nights, a year in development hell or...

"I found this in the closet the other day," chuckles "Men in Black" co-producer Walter F. Parks as he unfolds and displays a T-shirt promoting the film that says "In 1994, They Arrive." "Well, that was in 1992 and everybody was very optimistic. Guess what? It's 1997."

But better late than never, "Men in Black," directed by Barry Sonnenfeld ("The Addams Family") from an Ed Solomon ("Bill and Ted's Excellent Adventure") script, is about to set your summer atwitter with a hip, tongue-very-much-in-cheek tale of super-secret members of the Men in Black, K (Tommy Lee Jones) and J (Will Smith), who take out the alien garbage on Earth while attempting to stop an intergalactic terrorist from assassinating two alien ambassadors. Providing the atmosphere in a story that revels in '60s delights and paranoia is Production Designer Bo Welch ("Batman Returns") while legendary makeup madman Rick Baker ("Star Wars") combines with the computer hackers at Industrial Light and Magic to create a wacky pack of otherworldly nasties

Tommy Lee Jones and Will Smith pack humorous heat in "Men in Black," the concept of which came from a comic book (below)

Co-producer Laurie MacDonald acknowledges that getting Steven Spielberg as executive producer was a step in the right direction after she and Parks acquired the film rights to Lowell Cunningham's comic in 1992. "Finding a director was going to be tough," she says. "'Men in Black' is comedy, science fiction and gritty cops on the beat all rolled into one. Very few people can do all those things."

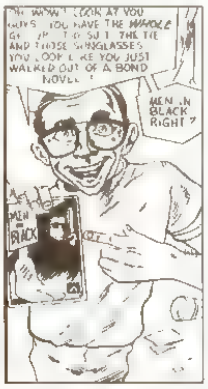
But the producers knew one director who fit the bill. If only they could sneak it into his bedroom before bedtime

"I read all my scripts at bedtime," chuckles Sonnenfeld "Sometimes they act like an aphrodisiac Most of the time they put me to sleep. I loved 'Men in Black' the second I began to read it, because it was a very reality-based story. I don't know whether or not aliens exist. To be perfectly honest, I don't think anybody has a clue as to what's going on. I liked the idea that that was the tone the script took."

The director, who immediately christened the project "'The French Connection' with aliens," just as quickly handed the script to his wife. "She said, 'You have to get Will Smith,' and during the casting process, when we were thinking of everybody from Clint Eastwood to Chris O'Donnell to Keanu Reeves for the two leads, Smith kept coming up as the logical choice to project the energy and excitement for J. At the other end of the spectrum, Tommy Lee Jones turned out to be the perfect burned-out, no-life-force-at-all person to play K."

Bo Welch came aboard with the attitude of "Hey! This looks cool!", getting hot about the idea of creating a retro array of buildings, props and vehicles for a story that had a "drool attitude toward the agents and the aliens" and a bad case of the early '60s. "'Men in Black' is set in a period where we're very much established in the space program and everybody has an optimistic view of the world in general," explains the designer. "Basically I took the notions of the 1962 World's Fair and '60s architecture, mixed in a little space travel and alien influence, and gave everything a vaguely retro look. My take on this world was after you've seen aliens, the last thing on your mind is remodeling your office and keeping trends alive."

Baker, whose description of the hand-in-hand work with Industrial Light and Magic quickly gets too technical for mortal men, says, "This was a fun project because it has a little bit of everything I've done in my life in terms of special effects. We do creature makeups, creatures in suits, big mechanical monsters



and fully articulated monster heads. You name it, we did it."

And, in the process, they populated "Men in Black" with a dizzying array of funny, scary and very different monsters. "And 'different' was the tough part," continues Baker. "We tried to make the aliens not look like all the other aliens we've seen, and that was hard. We'd be sitting around designing things, and somebody would say, 'Hey, doesn't that look like a Klingon?' or 'That's a Borg.' It was difficult simply because so much had been done. But finally, the really bizarre and largely humorous nature of the script pointed us in the right direction."

And humor is ultimately the backbone of "Men in Black," although one could easily keep time to the dance director Sonnenfeld did around the question about funny aliens and, especially, the comparison to the late and largely lamented "Mars Attacks!" "'Men in Black' is actually not a goofy alien movie," he states. "The comedy in this movie is played in a very real way. Things are said in a way that does not acknowledge that things are funny or weird. At least I hope it doesn't come across that way."

What Parks hopes does come across is the innate humanity amid all this alien madness. "The thing that drew us immediately to *The Men in Black* was that it was a comic book that dealt with human characters, rather than monsters or superheroes. We liked the idea of having these cool '50s G-Men kind of guys wandering through all this alien s--- and acting like it was just business as usual. With 'Men in Black,' we feel we have a movie that is not totally dependent on special effects, going into outer space or time travel to hook people. I mean, there's a reason we got great actors for this picture. These are great roles. And the story invites audiences into seeing that there might be a whole new world right outside their door that they never knew existed."

The producer is once again reminded that "Men in Black," which is set for release on July 2, is a little late in taking its act to the big screen. He goes along with the dig by once again hoisting the shirt with the projected '94 opening plastered all over it.

"What can I say?" he laughs. "Everybody goes into these things with the swiftest of intentions. They go to the studio, they shake hands, they say we're going to make a great movie and they say we're going right into production. Well, it took a little longer than that. But hopefully the wait will be worth it." ■

'Men' is comedy, sci-fi and gritty cops rolled into one

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CHARACTER PROFILE:

Hellboy

BY MATTHEW BRADY

VITAL STATS

REAL NAME: Hellboy
AGE: summoned to Earth in 1944, exact age unknown
HEIGHT: 5' 9"
WEIGHT: 350 lbs
HAIR COLOR: Black
EYE COLOR: Red
FIRST APPEARANCE: *John Byrne's Next Men #21*
TITLES CURRENTLY APPEARING IN: *Hellboy: The Lost Army* and *Hellboy: Almost Colossus*
MAJOR ENEMIES: Hecate, Grigori Efimovich Rasputin, Ilsa Haupstein, Baba Yaga

ORIGIN

Centuries ago in an English village, a woman consorted with the devil in return for power. Attracted by her beauty, the devil granted her the power she desired. As she neared death, however, she renounced the devil. She made her children (a nun and a priest) swear to chain her coffin closed when she died to protect her from the devil, who would surely come to claim her as his own.

After she died, her children did as she asked. The devil appeared the night after her death, and resurrected the woman. He explained to her that when he gave her the power she desired, the power created a part-demon and part-human embryo within her. The devil then took the woman to Hell, where she would eventually give birth.

Hundreds of years later during World War II's closing days, Adolf Hitler enlisted the aid of five German occultists led by the legendary monk Rasputin, self-appointed prophet of the apocalypse, to turn the tide of the war. The five set in motion Project Ragna Rok, named after Norse mythology's doomsday.

An Allied team—made up of U.S. Army personnel and English paranormal experts—learned of Ragna Rok and began an effort to thwart the German crew by diverting the Ragna Rok energies the Germans planned to release. In doing so, the Allied team was nearly killed when a bolt of unknown energy erupted from deep within the Earth. When the smoke cleared, a small, red child with tiny horns, a tail and a large stone gauntlet in place of his right hand, sat before the Allies. The Germans' plan had been foiled.

The boy was named "Hellboy" by the English team, and unofficially adopted by Trevor Bruttenholm, a British paranormal expert. Sometime later, Hellboy became an agent of the Bureau For Paranormal Research and Defense, the world's top paranormal investigation group.

WHAT'S BEEN HAPPENING

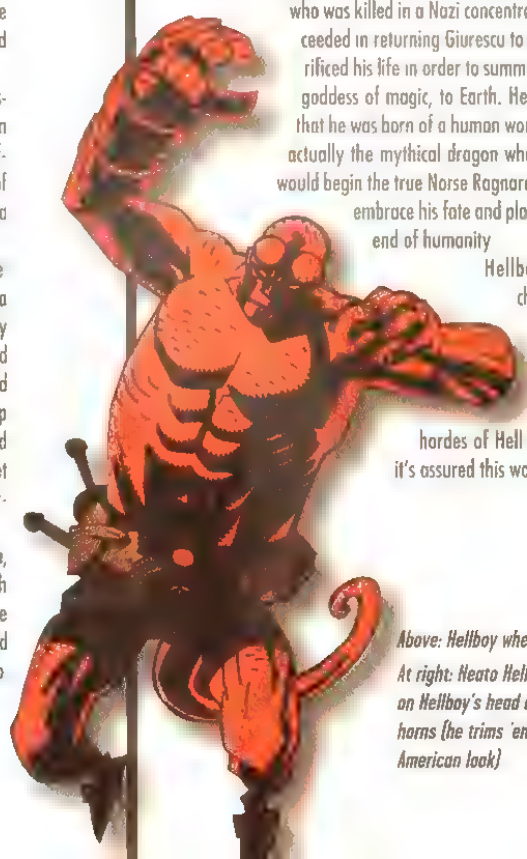
While no official record exists of Hellboy's early years, it is known he has been active in paranormal investigation since at least the late '50s.

Hellboy's first recorded adventure pitted him against Rasputin, still alive after all these years. In an attempt to continue Ragna Rok, the mad monk sought to let loose the seven great beasts of the ancient world, monsters horror novelist H.P. Lovecraft only hinted at. At the cost of Bruttenholm's life, Hellboy, with the aid of fellow BPR&D agents, thwarted Rasputin's schemes to bring the beasts to Earth. As Hellboy was in battle with Rasputin, the monk told Hellboy he knew of his true purpose on Earth, and together, the two could rule the world. Unimpressed, Hellboy destroyed Rasputin, crushing his skull with his stone hand.

Hellboy's other recent adventures have taken him to all corners of the globe, including a battle against a giant werewolf in England and finding a grave for an obstinate Irish corpse which didn't quite know it was dead. In all his adventures, Hellboy has shown himself to be fun-loving to a fault, and more than ready to do whatever it may take to get the job done.

In Hellboy's latest adventure, Rasputin returned again, this time as an evil spirit. Rasputin's German occult team was awakened from cryogenic sleep, and joined forces to resurrect the infamous Romanian vampire Vladimir Giurescu, who was killed in a Nazi concentration camp. The team succeeded in returning Giurescu to life, but the vampire sacrificed his life in order to summon Hecate, the evil Greek goddess of magic, to Earth. Hecate revealed to Hellboy that he was born of a human woman in Hell and that he is actually the mythical dragon whose appearance on Earth would begin the true Norse Ragnarok. Hecate told Hellboy to embrace his fate and play his role in heralding the end of humanity.

Hellboy spurned Hecate and chose his own fate, living as a half-breed demon trying to eke out a normal life in a crazy world. So far, the hordes of Hell have left him alone, but it's assured this won't last for long.



Above: Hellboy when he first appeared on Earth

At right: Neato Hellboy Tidbit: those stumps on Hellboy's head are actually his demonic horns (he trims 'em for that clean-cut, all-American look)

UPCOMING HIGHLIGHTS

Wish there was more *Hellboy* out there? You're not alone. "I wish there was more out there too!" laments Hellboy creator Mike Mignola. "I wish I could draw the stuff faster!" Never fear, though, there's plenty of Hellboy on the horizon, starting with May's *Hellboy: The Lost Army*, a novel written by Christopher Golden, with illustrations by Mignola. "The novel takes place in the '80s, a period of Hellboy's life that I wasn't going to deal with at all," Mignola says. "I told Chris to do whatever he wanted, so he gave Hellboy a love life, something I never would've gotten around to doing."

And then in June is the two-issue comic book mini-series *Hellboy: Almost Colossus*, which is about Hellboy tracking down the homunculus (an artificial person) released in *Hellboy: Wake the Devil* #3, Mignola says. "Liz Sherman's [one of Hellboy's partners] life hangs in the balance because of the damage [the homunculus] inflicted on her, so they have to track it down, and try to figure out how to save Liz."

Also, keep an eye out for a Hellboy/Batman/Starman crossover, and a Hellboy Christmas Special, featuring stories by Gary Gianni, Steve Purcell and Mignola.

RECOMMENDED HIGHLIGHTS

Intrigued by the mystery of Hellboy? Mignola and the folks here at *Wizard* suggest you check out these choice cuts of Hellboy pie

- ***Hellboy: Seed of Destruction* #1-#4**—Hellboy takes on killer zombie frogs and the evil Rasputin! Also meet the cool-lookin' Abe Sapien, a half-man, half-fish humanoid. Plus: see how Hellboy came to Earth (also available as a trade paperback)
- ***Hellboy: The Corpse and The Iron Shoes***—HB has to bury an uppity corpse in order to save a child from evil leprechauns in this one-shot.
- ***Dark Horse Presents* #100, Part 2** ("The Chained Coffin")—The origin of Hellboy…or is it?
- ***The Savage Dragon* #34-#35**—The Dragon and Hellboy vs. Brainiape, who by the way, has Hitler's brain. Vampires, mummies, and plenty of other paranormals invade Chicago, and it's up to the Dragon and HB to fight them off (Issue #35 features the grossest escape scene in comic book history!).

SIMILAR TASTES

If Hellboy sounds like a dose of the occult you'd like to try, Mignola suggests you take a gander at the following books: *Leave it to Chance* ("It's lighter than the Hellboy stuff, but still a great read."), *Monkeyman and O'Brien*, *Madman* and *The Savage Dragon* ("It's the same treatment of the material but Dragon is like the superhero version of Hellboy.")

Matthew Brady, also a spawn of the netherworld, doesn't like to trim his horns, which allows him to make all the "horny" jokes he wants.

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MANGA SCENE

By Carl Gustav Horn

A GUIDE TO JAPANESE COMICS AND ANIMATION BOTH PAST AND PRESENT

ON THE CUTTING EDGE

'Lone Wolf and Cub' revolutionized the U.S. manga craze

Manga in the United States might be very different if not for *Lone Wolf and Cub*.

Thank Frank Miller for helping to bring *Lone Wolf and Cub* to America. While he was doing publicity for his smash hit *Batman: The Dark Knight Returns* in 1987, Miller cited *Lone Wolf* as a major influence on his work. That started the buzz. A few months later, the now-defunct First Comics imported *Lone Wolf*, making it the first-ever ongoing manga series published in the United States. In many ways, the comic remains one of the most important and successful manga to be translated for the U.S. market—so much so it paved the way for such popular manga series as *Akira* and *Ghost in the Shell* to reach America.

Written by Kazuo Koike (*Crying Freeman*) and drawn by Goseki Kojima, *Lone Wolf* is different from most of the manga American readers are used to. *Lone Wolf* was a classic that achieved fame in Japan, while most translated manga are minor Japanese successes chosen for their perceived ability to appeal to American tastes. It was Miller's endorsement that gave *Lone Wolf* its initial boost in the States, it didn't hurt that he and his *Dark Knight Returns* coloring partner Lynn Varley drew original covers for the first 12 issues.

Lone Wolf and Cub inspired writer/artist Frank Miller, who contributed the covers to the first 12 American issues

Itto Ogami is the assassin known as "Lone Wolf" (with son Daigoro)

Set during Japan's feudal samurai period, *Lone Wolf and Cub* tells the story of Itto Ogami. Once he was the court executioner for his clan's Shogun (a Japanese military dictator), but Ogami is framed for treason by the rival Yagyu clan, who murders his family. Ogami flees and wanders Japan, pushing his surviving young son in a baby cart, the two reborn as "Lone Wolf and Cub." Ogami now kills for the price of 500 gold pieces, surviving as an assassin until the day he can get his revenge.

If *Lone Wolf* was in color, there'd be lots of red

Koike's story concepts are often amazing, even shocking to the American reader. One that stands out in particular occurs in issue #3 where the Lone Wolf is hired by local officials to slay a Buddhist priest. The priest keeps on the local lords to stop taxing the peasants into starvation and is revered by peasants as a "living Buddha" who is believed to be impervious to harm. The local lords figure if the priest is shown to be mortal—i.e., by assassinating him—the peasants will lose faith and be cowed into submission. When Ogami finally confronts the priest, the priest teaches Ogami that he, too, can achieve enlightenment on the "assassin's road," quoting the famous Zen Buddhist scripture, "When you meet the Buddha, kill the Buddha." Armed with this philosophy, Ogami slices the priest lengthwise (This is a commentary on the belief that since a samurai's life is brutally violent, this Zen spiritualism acts as almost a justification of his government-sponsored actions.). It's an extreme, yet real, expression of traditional Japanese spirituality.

Lone Wolf also portrays many characters following other philosophical paths; some are sickened by their violent, hypocritical society, while others have the license to kill and to kill one's self—the power and the price that comes with being born a samurai.

Many other stories also revolve around strange and bizarre historical details that figure in the Lone Wolf's missions. You'll learn about what the *yakuza*, the Japanese mafia, were like back when they carried swords, not automatics. And about the special ninja corps who guarded witnesses in political trials, sword techniques such as "soaring lark" and vicious martial arts weapons like the "thousand-power chain" (a compact bola-type weapon). Each issue of *Lone Wolf* truly puts the reader into another world.

While manga artists such as Katsuhiro Otomo (*Akira*, *Domu*) or Masamune Shirow (*Ghost in the Shell*) use a clean-line art style or intricate tonework to portray manga stories set in the future or present, Kojima takes a quite different art style to portray Japan's violent past in *Lone Wolf and Cub*. "Slash and burn" is the way to describe Kojima's art. "Slash," comes from his vigorous and tough linework. When he shades with lines, he doesn't care if the lines are all the same thickness—they race with rough fury so that an onrushing swordsman seems to be one with the wind behind him. "Burn," shows in his dark, flamelike brushwork. Kojima's brush makes *Lone Wolf*'s seas seethe, skies boil and, of course, its blood gush, gout and spray.

American giant Miller, who has himself popularized new directions in black-and-white comics art with his *Sin City*, doesn't hold back any praise for Kojima's art work, saying there is "grace, power and utter vitality present in the drawings…Kojima's lines streak across the page, blurring the figures into naked speed and power. All this, and more, he achieves without sacrificing clarity. His staging is meticulous and unerring…faultless visual storytelling."

With a recommendation like that, what are you waiting for? If manga is your time machine, then it's time to set it backwards and return to check out the masterpiece that is *Lone Wolf and Cub*. But don't forget to bring a tourniquet. W

F.Y.I.

The complete *Lone Wolf and Cub* story can only be had in its original Japanese version, which consists of 28 collected volumes totaling 8,400 pages. Despite the 45 thick issues put out by First Comics from 1987 to 1991, the English version of *Lone Wolf* totaled only about one-third of the original saga. Except for one trade paperback ($19.95) reprinting the first six issues, there were no English collections of *Lone Wolf*. But the squarebound original issues can often be had in back-issue bins for cover price. Also, check out the six *Lone Wolf* live-action movies, based directly on the manga stories. The first two are now available in new subtitled releases from AnimEigo, each $29.95.

MANGA 101

"Big Eyes"

Considered a visual cornerstone of manga and anime, "big eyes" were started by modern manga founder Osamu Tezuka (*Adolf*) in the late 1940s. [illegible] was inspired by [illegible] films by Walt Disney Studios. While plenty of [illegible] look at *Lone Wolf and Cub* and *Akira*—many Japanese creators find them to be expressive and attractive.

Carl Horn's seas seethe, skies boil and, of course, his blood gushes, gouts and sprays.

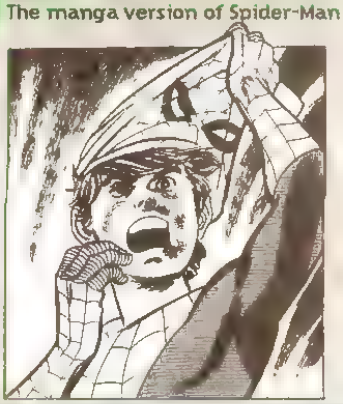
MARVEL GOES MANGA!

Move over *Akira* and *Ghost in the Shell*, there's new manga monsters hitting America. And their names are…X-Men and Spider-Man?

You heard right. With the growing mania for Japanese comic books in America, Marvel is returning to imported comics with Marvel Import, a new line devoted to bringing foreign-licensed, foreign-created Marvel stories to the U.S.

"We've been licensing our characters to foreign publishers for years to let them do their own Marvel stories," says Marvel Publisher Shirrel Rhoades. "There's been a lot of great stuff created and it's time we brought some of it back."

The manga version of Spider-Man



The Marvel Import line debuts in August with two Japanese books translated into English, tentatively titled *X-Men Manga* and *Spider-Man Manga*. "A lot of our editorial staff members are fans of manga," Marvel Marketing Manager John Dokes says, "and some of our artists like Ed McGuinness (*Deadpool*) and Joe Madureira (*Uncanny X-Men*) draw in a very manga-influenced style. So we figured we'd go the next step. We've got manga being published. Let's bring it over here."

Actual format, including page counts and cover prices on the books, is yet to be determined. But Dokes assures readers that "we'll stay as true to the originals as possible. Original black-and-white manga will be kept black-and-white." Translations will be as exact as possible and art revisions will be almost non-existent, even though manga has a reputation for over-the-top violence. "We've kept a close eye on how our characters have behaved in Japan," says Dokes, "to make sure it's consistent with how we like them to behave."

The translated *X-Men Manga* hits America in August

So Marvel's only problem may be deciding what to choose. "The foreign publishers have been doing these stories for years," Dokes continues. "We've got a big backlog of great Japanese stuff to choose from. We're going to be bringing the manga fast and furious." ■ *Jim McLauchlin*

MANGA PICKS OF THE MONTH

Must-read manga books shipping in May

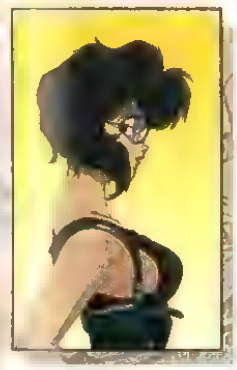
BLADE OF THE IMMORTAL: CALL OF THE WORM #2 (OF 3)

Dark Horse

The blood worms living underneath Manji's skin have protected him from death—kept him from his eternal rest—while he repays his debt of slaying 1,000 evil men. But now a rival immortal, Shizuma, has poisoned those blood worms, and all of Manji's old wounds are bursting open. If he dies this day, he dies with foul dishonor. And that is not a death that Manji will accept!

GUNSMITH CATS: SHADES OF GREY #1

Dark Horse



The only thing Grey's got against Rally Vincent is that she blew off his left hand with a shotgun. But you can't keep a good thug down—or in the clink. That's what Rally's afraid of, and when a dude named Jim Logan offers to exchange info on Grey's impending jail break in return for Rally doing a number on the two guys after Logan, the deal looks bad from every angle… By Kenichi Sonoda.

MAISON IKKOKU: INTENSIVE CARE

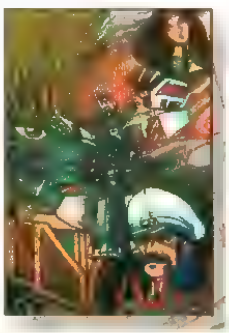
Viz

This is the seventh graphic novel in the *Maison Ikkoku* series, collecting the second half of part five of the series. Got all that? Then get this: Yusaku, a college student, is desperately in love with the beautiful young widow, Kyoko, who runs his boarding house. When he and his rival, the handsome tennis coach Shun, are both laid up in the hospital with broken legs, the sympathy visits they receive from pretty girls isn't going to do either of them any good with Kyoko…. By Rumiko Takahashi

ROBOTECH #2

Antarctic

Part two of this three-issue, all-original *Robotech* story is set within the Macross timeline. The Zentraedi battle group lures the SDF-1 into a trap over the storms of Jupiter, and neither Commander Fokker's fighter squadron nor the SDF-1's main gun will be enough to get out of it. Written by Fred Perry with full-color artwork by Ben Dunn (*Ninja High School*) and Ted Nomura (*Tigers of Terra*), who contributes a bonus technical backstory.



by Joyce M. Steel

Preview 'Batman & Robin' in May

May will see a slew of card sets straight from Tinseltown! Fleer/SkyBox is up first with what'll probably be the hottest set of the summer, based on the upcoming fourth Batman flick. *"Batman & Robin" Premium Trading Cards* will be released in May to preview the June movie, which stars "ER" stud George Clooney as the new Batman, muscleman Arnold Schwarzenegger as Mr. Freeze, Chris O'Donnell as Robin, Uma Thurman as Poison Ivy and Alicia Silverstone as Batgirl. The basic set includes 66 story cards and 24 pre-production art cards—one in every pack. Chase cards include 12 Character Profile cards (1 chase card for every 3 packs), six Mini-Poster cards (1:6) and six Celluloid Action cards (1:24). The mother of all chase cards is the hobby-exclusive Autographed Cards set, hand-signed by the Batman stars and the film's famed director Joel Schumacher (1:720) (six cards per pack, suggested retail price $1.49).

ANIMATED 'HERCULES'

The Fleer folks are workin' overtime this month, as they release a set based on June's other giant silver-screen release, Disney's newest animated feature-length film "Hercules." The set features 70 regular cards, 10 Pop-Out cards, 10 Coloring Puzzle cards, two Mini-Magazines and three levels of bonus cards: six Sticker Cards (1:3), six gold-foil embossed Coin Cards (1:9), and two Sculpted Hologram cards (1:24) (nine cards per pack, suggested retail $1.49).

'THE LOST WORLD' OF CARDS

For a triple feature, check out the newest card series from Topps featuring "The Lost World," the cool sequel to 1993's mega-blockbuster "Jurassic Park." The Steven Spielberg-directed "The Lost World" showcases eight new dinosaur characters and more visual effects than the first film—not to mention the new film spawned this wild-looking 72-card set, which highlights stills from the flick and includes a bonus dinosaur sticker in every pack (six cards, one sticker per pack, suggested retail $.99).

GHOST-LY IMAGES

From Hollywood to "Comicdom," Comic Images sets its sights on a nifty Dark Horse comic this month. *Dark Horse Presents: Ghost Collector Cards* traces the tale of Elisa Cameron, a former investigative reporter who, after being murdered by one of her "subjects," comes back for some heavy-duty haunting. The 72-card series is printed on 24-pt. stock, chased by six Chromium Cards (1:18) and includes randomly inserted Eric Luke [writer of *Ghost*] Autographed Cards (eight cards per pack, suggested retail $1.50).

ONE FUN, SWORD-WIELDING NUN

For the birth announcement portion of our column, the card-collectin' world welcomes Bolt Entertainment, a new manufacturer whose first series debuts this month. Bolt introduces *Warrior Nun Areala* cards, based on the fan-favorite comic, which include 90 regular cards, along with five foil cards (three per box), four signed cards (two per box) and—an industry first—nine different white leather cards (two per case) (eight cards per pack, no established suggested retail).

DILBERT'S COLLECTIBLE CARD GAME

Finally, the giggle-of-the-month goes to Wizards of the Coast, whose new CCG offers working stiffs everywhere a way to vent those big-business frustrations. It's The *Corporate Shuffle* starring superstar funny man Dilbert and his gang. The object of the new CCG, besides havin' fun, is to beat your co-workers up the corporate ladder and become the "Big Boss." Ain't it always (60-card basic set, suggested retail $11.95).

Joyce Steel is hastily trying to climb the corporate ladder while having fun…hee hee, too bad we greased the ladder.

"I shot an arrow in the air with luck it hit Pauly Shore right in the butt." **Hercules trading cards**

"Blessed are the meek, for I may cut their heads off more easily." **Warrior Nun Areala cards**

"I'd step over my own mom for a corner office. Uhh, mom?" **The Corporate Shuffle collectible card game**

WIZARD #71

Summer BLAST!

BATMAN Cover by Joe Quesada!

Or the PREACHER Cover by Glenn Fabry!

FREE Vampirella Chromium Card!

FREE Deadpool Poster!

TALES OF THE WITCHBLADE #1/2

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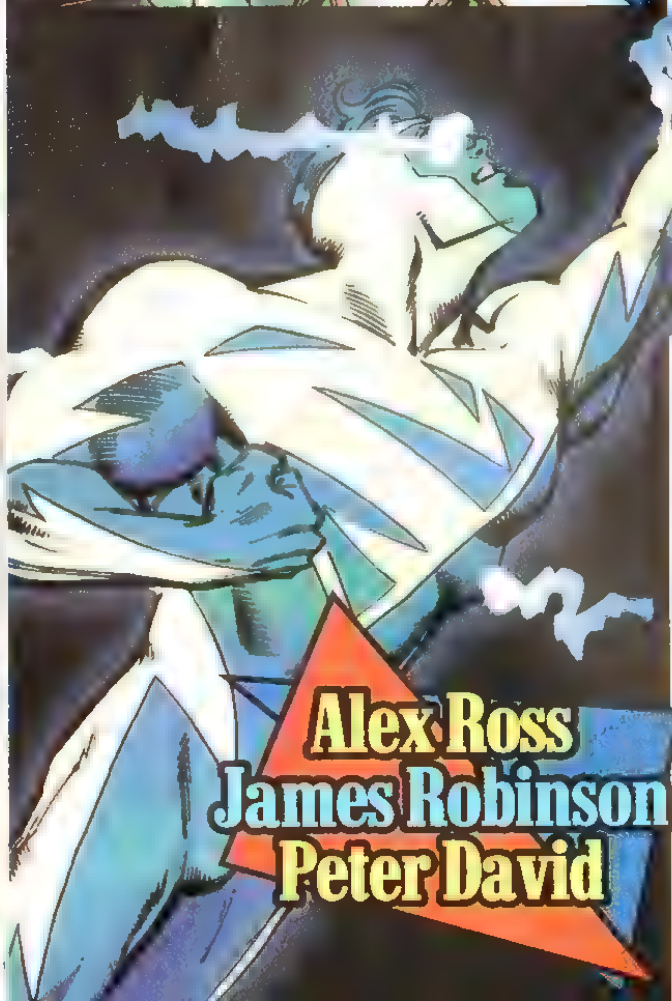
Brian Pulido
Mike Okamoto
Jason Jensen



Alex Ross
James Robinson
Peter David

WIZ

GUEST OF HONOR:
Frank Miller

MORE SPECIAL GUESTS INCLUDE:
Jim Lee, Kurt Busiek, Joe Quesada, Jimmy Palmiotti, Mark Waid, Billy Tucci, Jeff Smith, Terry Moore, Joe Jusko, Rob Liefeld, Charles Vess, Amanda Conner, David Mack, and oh yeah, Gareb Shamus!
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Ages 6-12	$7.50*	$17.50*

NEW Superman Chromium Badges!

Children under 6 get in FREE!* (*With the purchase of an adult ticket.)

Please do not send cash. Send a check or money order payable to Chicago Comicon, or pay by credit card. We accept Visa, MasterCard and Discover. If paying by credit card, be sure to include the cardholder's name, the complete card number and expiration date. For orders postmarked after June 6th all registration materials will be held for pick up at the convention. Orders received after June 30th will be refused and returned to sender if possible. With payment, include your name, address, birth date and the specific days you will be attending. Send to

Wizard Press code: I70
P.O. Box 656
Yorktown Hgts., NY 10598

REGISTER NOW by mail and get an exclusive 3-panel **Witchblade** chromium card with art by **Michael Turner!**

TRAVEL & HOTEL

For travel and hotel information, call **TZELL TRAVEL at 1-800-865-9038.**

INFORMATION

For more information, including professional, exhibitor and dealer registration packets, call the **CHICAGO COMICON OFFICE at (630) 852-2514.**

WIZARD WORLD ONLINE

Check Wizard World online for registration info, professional guest lists and Comicon announcements. Only on American Online at Keyword: WIZARD; look in the News section.

Michael Turner
Brandon Peterson
David Finch
Batt
David Wohl

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the Wizard CARD Price Guide

Thanks to pricing information provided by retailers throughout the country, the following card price guide is the most accurate listing available for these trading cards. In the following price guide, cards are divided the high light an increase or decrease from last month's listing. If a price rose from last month's listing, it's shaded in red. If it fell from last month's listing, it's shaded in blue. This does not necessarily mean a product will continue to rise or drop in the months ahead. Also, please note that this is only a guide—prices may vary depending on both the sources/availability and popularity of a series card. A • indicates a new listing. If a particular common card does not appear in a list of a set's common cards, it is known as a single card and is valued at a price within the single cards price range, which appears near the top of the listing. The # indicates that the price is not available.

ADVENTURES OF BATMAN & ROBIN
SKYBOX (1995)

Full Set (90)	$18.00
Unopened Box	32.00
3-Card Dark Knight Set	45.00
9-Card Foil Set	65.00
10-Card Pop-Up Set	9.00
Single Cards	10-15

AMALGAM
FLEER/SKYBOX (1996)

Full Set (90)	$18.00
Unopened Box	48.00
6-Card Holo/Pa Set	45.00
9-Card Screen Set	36.00
9-Card Power Blast Set	28.00
Single Cards	15-25

AVENGELYNE
WILDSTORM (1996)

Full Set (99)	$20.00
Unopened Box	50.00
9-Card Glow in the Dark Set	70.00
9-Card Photo Chromium Set	80.00
Single Cards	20-25

SERIES 2
WILDSTORM (1996)

Full Set (99)	$18.00
Unopened Box	60.00
9-Card Chrome Motion Set	80.00
Foil Motion Card	3.00
Single Cards	18-25

BATMAN MASTER SERIES
FLEER/SKYBOX (1996)

Full Set (90)	$18.00
Full Artist's Proofs Set (90)	75.00
Unopened Box	55.00
2-Card Chromium Set	25.00
2-Card ClearChrome Set	30.00
6-Card Spectra-Etch Set	25.00
10-Card Master Album Set	70.00
Single Cards	15-25

BATMAN MOVIE
TOPPS (1989)

Full Set (132 Cards/22 Stickers)	$12.00
Factory Sealed Set	20.00
Unopened Box	9.00
Single Cards	05-10
Single Stickers	25-30

SERIES 2
TOPPS (1989)

Full Set (132 Cards/22 Stickers)	19.00
Factory Glossy Set	38.00
Unopened Box	6.00
Single Cards	05-10
Single Stickers	15-20

BATMAN: THE ANIMATED SERIES
TOPPS (1993)

Full Set (100)	$11.00
Unopened Box	30.00
8-Card Foil Set	18.00
Single Cards	15-20

SERIES 2
TOPPS (1993)

Full Set (100)	$12.00
Unopened Box	20.00
4-Card Die Set	50.00
Single Cards	10-15

BATMAN FOREVER MOVIE
FLEER ULTRA (1995)

Full Set (120)	$16.00
Unopened Box	45.00
2-Card Video Set	7.00
10-Card Interactive Set	30.00
26-Card Hologram Set	30.00
Single Cards	10-15

BATMAN FOREVER METAL
FLEER (1995)

Full Set (100)	$20.00
Full Silver Flashers Set (100)	90.00
Unopened Box	60.00
4-Card 3-D Hologram Set	40.00
8-Card Movie Preview Set	25.00
10-Card Gold Blasters Set	25.00
Single Cards	20-35

BATMAN HOLO-SERIES
FLEER/SKYBOX (1996)

Full Silver Set (50)	$30.00
Full Gold Set (50)	40.00
Full Hologram Set (54)	80.00
Unopened Box	45.00
4-Card Silver Holo/Action Set	18.00
4-Card Gold Holo/Action Set	24.00
6-Card DC OverPower Set	60.00
Hold'al Card	25.00
Single Silver Cards	55-65
Single Gold Cards	75-85

BATMAN RETURNS MOVIE
TOPPS (1992)

Full Set (88)	15.00
Unopened Box	8.00
10-Card Stadium Insert Cards Set (#1-10)	2.00
Single Cards	10-20

BATMAN RETURNS MOVIE
TOPPS STADIUM CLUB (1992)

Full Set (100)	58.00
Unopened Box	14.00
Single Cards	05-15

BATMAN: SAGA OF THE DARK KNIGHT
SKYBOX (1994)

Full Set (100)	58.00
Unopened Box	38.00
5-Card Spectra-Etch Set	48.00
SkyDisc	78.00
Single Cards	15-25

BONE
COMIC IMAGES (1994)

Full Set (90)	$7.00
Unopened Box	25.00
3-Card Cover Art Set	60.00
6-Card Chromium Set	40.00
Medallion Card	25.00
Jeff Smith Signed Sketch Card	60.00
Single Cards	05-10

SERIES 2
COMIC IMAGES (1995)

Full Set—All-Chromium (90)	$25.00
Unopened Box	60.00
3-Card Error Art Set	60.00
6-Card MagnaChrome	48.00
Medallion Card	25.00
Jeff Smith Signed Sketch Card	60.00
Single Cards	30-50

SERIES 3
COMIC IMAGES (1996)

Full Set (90)	$18.00
Unopened Box	48.00
3-Card Villains Set	32.00
6-Card Cover Art Set	48.00
Box Bonus Card	3.00
Jeff Smith Signed Sketch Card	60.00
Single Cards	10-15

CHAOS!
KROME PRODUCTIONS (1996)

Full Set (90)	$14.00
Full Sticker Set (90)	65.00
Unopened Box	60.00
4-Card Mystery Chromium Set	28.00
5-Card RecordChrome Set	25.00
Kevin Savage Signed Card	50.00
Single Cards	25-35

A CYBERFORCE SUMMER
INTREPID (1995)

Full Set (90)	$16.00
Unopened Box	70.00
5-Card Breakout Set	45.00
6-Card Red Hot Set	16.00
9-Card Creator Series Set	25.00
Single Cards	10-20

DAWN AND BEYOND
COMIC IMAGES (1995)

Full Set (90)	$20.00
Unopened Box	60.00
3-Card Rare Art Set	45.00
4-Card MagnaChrome Set	60.00
6-Card Uncut Sheet	20.00
Single Cards	25-35

DC COMICS CARDS
SKYBOX (1992)

Full Set (180)	50.00
10-Card Hologram Set	25.00
Unopened Box	15.00
Box Set (1-500 ed.)	25.00
Single Cards	05-10
1 Western Age Green Lantern	.85
16 Golden Age Superman	.75
17 Silver Age Superman	.75
18 Modern Age Superman	1.00
61 Nightwing	.85
136 Lobo	1.00
138 Doomsday	.75

DC COSMIC TEAMS
SKYBOX (1993)

Full Set (150)	$8.00
Unopened Box	13.00
6-Card Hologram Set	20.00
Single Cards	15-30
37 Superman	2.00
44 Green Lantern	1.50
65 Flash	1.50
59 Nightwing	1.50
80 Lobo	1.50
114 Death	2.00
117 Sandman	2.00
131 Luthor II	1.00
136 Doomsday	1.25
146 The Ray	1.00

DC MASTER SERIES
SKYBOX (1994)

Full Set (90)	$13.00
Unopened Box	30.00
Single Cards	30-35
4-Card Foil Set	29.00
5-Card Spectra-Foil Set	90.00
1 Superman	2.00
3 Superboy	1.00
23 Nightwing	1.50

1992 SKYBOX DC COMIC CARDS

21 Batman (Original)	2.00
29 Robin	1.25
30 Batman, Azrael	1.50
33 Joker	1.25
35 Catwoman	1.25
38 Two-Face	1.00
48 Green Lantern (Kyle)	1.50
50 Hal Jordan	1.50
53 Flash	1.50
55 Spectre	1.25
62 Lobo	1.00
78 Aquaman	1.25
78 The Ray	1.00
Superman SkyDisc	10.00

DC VERSUS MARVEL
FLEER/SKYBOX (1995)

Full Set (90)	$15.00
Unopened Box	60.00
2-Card Mirage Set	10.00
15-Card Holofoil Set	70.00
18-Card Impact Set	50.00
Single Cards	15-20

DC VERTIGO
SKYBOX (1994)

Full Set (90)	$14.00
Unopened Box	48.00
6-Card Gold Foil Set	90.00
Death SkyDisc	80.00
Single Cards	10-20

DC VILLAINS
FLEER/SKYBOX (1995)

Full Set (90)	$10.00
Unopened Box	40.00
3-Card Foil-Embossed Set	32.00
9-Card Spectra-Etch Set	50.00
Skybox Redemption Card	30.00
Single Cards	10-20

DV8
WILDSTORM (1996)

Full Set (90)	$14.00
Unopened Box	50.00
8-Card Dennet Set	120.00
9-Card Max-Foil Set	90.00
Single Cards	10-20

EMPIRE STRIKES BACK
TOPPS (1980)

Full Set (132 Cards/33 Stickers)	$30.00
Unopened Box	85.00
Single Cards	20-35
Single Stickers	60-70

SERIES 2
TOPPS (1980)

Full Set (132 Cards/33 Stickers)	$25.00
Unopened Box	70.00
Single Cards	20-35
Single Stickers	40-50

SERIES 3
TOPPS (1980)

Full Set (88 Cards/22 Stickers)	$40.00
Unopened Box	95.00
Single Cards	30-35
Single Stickers	60-70

EMPIRE STRIKES BACK WIDEVISION
TOPPS (1995)

Full Set (145)	$29.00
Unopened Box	52.00
6-Card Movie Poster Set	105.00
10-Card Chrome Set	155.00
Single Cards	15-25

EVIL ERNIE
KROME PRODUCTIONS (1994)

Full Set (90)	$20.00
Unopened Box	45.00
5-Card Chromium Set	50.00
Single Cards	15-25

SERIES 2
KROME PRODUCTIONS (1995)

Full Set All Chromium (100)	$25.00
Unopened Box	45.00
5-Card ClearChrome Set	50.00
Steven Hughes Signed Card	50.00
Brian Pulido Signed Card	50.00
Single Cards	20-30

FLAIR MARVEL
FLEER (1994)

Full Set (150)	$33.00
Unopened Box	85.00
18-Card Power Blast Set	95.00
Single Cards	50-75
2 The Incredible Hulk	2.00
9 With Great Power	2.00
5 Spider-Man	2.50
16 Captain America	2.00
52 Venom	2.00
77 The New Hulk	2.00
82 Child of the Future	2.00
130 Lethal Protector	2.00
112 Cable	3.50
118 Wolverine Defeated	3.00
119 Bone Claws	3.00
120 Magneto Returns	3.00
148 Wolverine	3.00

FLAIR MARVEL ANNUAL
FLEER (1995)

Full Set (150)	$45.00
Unopened Box	75.00
3-Card Duo-Blasts Set	11.00
12-Card Chromium Set	20.00
12-Card Holoblast Set	50.00
24-Card Power Blast Set	32.00
Single Cards	40-85
1 Jean Grey	1.00
4 Gambit	2.00
9 Cyclops	1.50
10 Sabretooth	1.25
17 Cable	1.75
29 Broken Claws	2.00
40 Final Sanction	2.00
41 Healing Factor	3.00
42 Rogue	1.50
43 Mothers Despairing	1.75
49 Spider-Man	1.25
50 [illegible]	1.25
51 Pursuit	1.25
60 Scarlet Spider	1.25
63 Scarlet Spider vs. Venom	1.00
66 Venom	1.75
75 Daredevil	1.00
83 Hulk	1.00
96 Spider-Man 2099	1.00
107 Captain America	1.00
111 Thor	1.00
132 Iron Man	1.90

GEN 13
WILDSTORM (1995)

Full Set (150)	$28.00
Unopened Box	70.00
9-Card Gen-Active Set	90.00
9-Card Glow-in-the-Dark Set	80.00
Single Refractor Card	11.00
Single Cards	20-30

GOOSEBUMPS
TOPPS (1996)

Full Set (34)	$18.00
Unopened Box	25.00
6-Card Glow-in-the-Dark Set	20.00
6-Card Mirror Foil Set	25.00
6-Card Thermographic Set	20.00
Single Cards	15-20 •

THE HUNCHBACK OF NOTRE DAME
FLEER/SKYBOX (1996)

Full Deck Set (75)	57.00
Full Set (90)	14.00
Unopened Box	50.00
2-Card Lenticular Set	20.00
6-Card Pop-Up Set	19.00
25-Card Game Set	20.00
Single Cards	10-20

IMAGE UNIVERSE
TOPPS FINEST (1995)

Full Set (90)	$25.00
Unopened Box	25.00
6-Card Clear Zone Set	48.00
6-Card "I" HoloChrome Set	48.00
6-Card "B" HoloChrome Set	48.00

Single Cards	.20-.30

[illegible] PHOTOGRAPHER'S COLL'N
[illegible] (1996)

Full Set (90)	$28.00
Unopened Box	50.00
[illegible]-Card Poster Set	75.00
[illegible]-Card Foil Set	85.00
Gold Foil Card	68.00
Single Cards	.20-.25

KINGDOM COME EXTRA
FLEER/SKYBOX (1996)

Full Set (50)	$22.00
Unopened Box	65.00
3-Card Kingdom Classic Set	9.00
3-Card Mini-Posters Set	8.00
[illegible]-Card Original Promo Set	32.00
[illegible]-Card Sketchboards Set	3.00
Alex Ross Signed Card	68.00
Mark Waid Signed Card	68.00
Single Cards	.40-.65

LADY DEATH
CHAOS! PRODUCTIONS (1994)

Full Set (100)	$48.00
Unopened Box	75.00
5-Card Co Set	35.00
Mystery Card	27.00
Brian Pulido Signed Card	38.00
Single Cards	.20-.75

SERIES 2
CHAOS! PRODUCTIONS (1995)

Full Set (100)	$28.00
Full Chromium Sticker Set (100)	108.00
Unopened Box	65.00
3-Card Dyna Set	26.00
5-Card Chromium Set	58.00
Mystery Card	22.00
Pulido/Hughes Signed Card	58.00
[illegible] 3" Chromium	38.00
Single Cards	.20-.35

SERIES 3
CHAOS! PRODUCTIONS (1996)

Full Chromium Set (90)	$28.00
Full Clear Chrome Set (90-1 per box)	658.00
Full Holo Chrome Set (90-1 per box)	658.00
Full Mystery Chromium Set (90-1 per pack)	93.00
Full Mystery Fractal Chromium Set (90-3 per box)	458.00
Unopened Box	68.00
[illegible]-Card Fractal Chromium Set	68.00
5-Card Dreadful Set	58.00
Victory Card	25.00
Single Chromium Cards	.20-.25

LOIS & CLARK: THE NEW ADVENTURES OF SUPERMAN (TV)
SKYBOX (1995)

Full Set (90 Cards/6 Tattoos)	28.00
Unopened Box	33.00
6-Card Holo Chip Set	42.00
9-Card Foil Set	40.00
Single Cards	.05-.15

MARS ATTACKS ARCHIVES
TOPPS (1994)

Full Set (72)	$28.00
Unopened Box	60.00
[illegible]-Card Holo Foil Set	14.00
Single Cards	.25-.35

MARVEL MASTERPIECES
SKYBOX (1992)

Full Set (100)	$25.00
Factory Tin Set (100)	45.00
Unopened Box	90.00
5-Card Spectra Etch Set	50.00
Single Cards	.15-1.00
Cyclops	2.00
Captain America	2.00
Dr. Doom	2.00
Gambit	2.50
Hulk	1.75
Magneto	2.50
Professor X	2.00
Sabretooth	2.50
Rogue	2.50
Spider-Man	2.00
Wolverine	2.50
Venom	2.50

MARVEL MASTERPIECES SERIES 2
SKYBOX (1993)

Full Set (90)	$28.00
Unopened Box	40.00
8-Card Dyna-Etch Set	60.00
Single Cards	.20-1.75

5 Spider-Man	2.00
6 Wolverine	2.00
7 Cyclops	1.50
15 Captain America	2.00
18 Cable	2.50
26 Sabretooth	2.00
27 Gambit	2.50
39 Magneto	2.50
43 Venom	2.00

MARVEL MASTERPIECES
FLEER (1994)

Full Set (140)	$25.00
Full Signature Set (140)	80.00
Unopened Box	28.00
10-Card Holofoil Set	17.00
[illegible] Set	[illegible]
Single Cards	.10-.75
11 Cable	.75
18 Captain America	.75
20 Carnage	.75
25 Cyclops	.75
41 Gambit	.75
56 Iron Man	.75
70 Magneto	.75
103 Sabretooth	1.00
113 Spider-Man	1.25
114 Spider-Man 2099	1.00
131 Venom	1.25
137 Wolverine	1.50

MARVEL MASTERPIECES
FLEER (1995)

Full Set (150)	$28.00
Full [illegible]-Motion Set (150)	190.00
Unopened Box	70.00
7-Card Mirage Set	75.00
8-Card Holoflash Set	45.00
[illegible]	[illegible]
Single Cards	.15-.25

MARVEL MASTERPIECES
FLEER/SKYBOX (1996)

Full Set (100)	$30.00
Unopened Box	80.00
6-Card Masterpieces Gallery Set	40.00
6-Card Double Embossed Set	65.00
Single Cards	.15-.35

MARVEL METAL
FLEER (1995)

Full Set (138)	$25.00
Unopened Box	70.00
12-Card Gold Blaster Set	50.00
18-Card Metal Blasters Set	25.00
Full Silver Flasher Set (138)	140.00
Single Cards	.25-.50
Single Silver Flasher Cards	4-5x Listing
4 Carnage	.70
68 Cable	.70
94 Gambit	.70
104 Magneto	.70
113 Sabretooth	.70
125 Wolverine	.75
127 Cable	.70
137 Wolverine	.75

MARVEL MOTION
FLEER/SKYBOX (1996)

Full Set (30)	$78.00
Unopened Box	90.00
4-Card Sketchbook Set	129.00
4-Card Promo Set	125.00
Single Cards	1.50-2.30

MARVEL SUPER HEROES
COMIC IMAGES (1990)

Full Set (162)	$275.00
Single Cards	4.00-5.00

MARVEL SUPER HEROES
F.T.C.C. (1984)

Full Set (60)	$9.00
Unopened Box	18.00
Wax Box	700.00
Single Cards	.25-.45

MARVEL ULTRA ONSLAUGHT
FLEER/SKYBOX (1996)

Full Set (100)	$28.00
Unopened Box	75.00
3-Card Mirage Set	48.00
4-Card Hero Set	22.00
7-Card Mosaic Set	58.00
Signed Card	68.00
Single Cards	.15-.25

MARVEL UNIVERSE
COMIC IMAGES (1987)

Full Set (90)	$45.00
Sticker Set & Album	118.00
Unopened Box	125.00

Single Cards	.30-.65

MARVEL UNIVERSE
IMPEL/SKYBOX (1990)

Full Set (162)	$38.00
5-Card Hologram Set	38.50
Factory Tin Set (4,000 ml.)	165.00
Unopened Box	98.00
Diamond Previews Uncut Sheet	25.00
Single Cards	.25-2.50
2 Spider-Man (black costume)	2.75
18 Wolverine	3.50
23 Wolverine (ugly costume)	3.25
29 Spider-Man	3.50
37 Wolverine (patch)	3.75
57 Sabretooth	3.50
62 Magneto	3.25
73 Venom	3.50
119 Wolverine vs. Sabretooth	3.50
156 Magneto	3.00
160 Wolverine	3.00

MARVEL UNIVERSE SERIES 2
SKYBOX (1991)

Full Set (162)	$30.00
Unopened Box	15.00
Factory Tin Set (7,500 ml.)	108.00
5-Card Hologram Set	25.00
Diamond Previews Uncut Sheet	18.00
Single Cards	.20-1.25
1 Spider-Man	3.50
15 Cable	4.00
17 Gambit	4.00
50 Wolverine	3.25
52 Hulk	3.00
54 Captain America	3.00
56 Sabretooth	3.50
57 Magneto	3.50
58 Venom	3.50
91 Spider-Man/Venom	3.25
93 Wolverine/Sabretooth	3.25
108 Wolverine/Hulk	3.25
125 X-Men/Magneto	3.25
138 Wolverine's Claws	3.25

MARVEL UNIVERSE SERIES 3
SKYBOX (1992)

Full Set (200)	$18.00
Unopened Box	38.00
Factory Tin Set (10,000 ml.)	48.00
5-Card Hologram Set	15.00
Diamond Previews Uncut Sheet	10.00
Capital City Venom Holo Promo	4.00
Single Cards	.15-1.75
1 Spider-Man	3.00
4 Gambit	3.00

38 Wolverine	3.00
90 Cable	2.00
100 Venom	2.00
110 Dr. Doom	2.00
117 Magneto	3.00
129 Sabretooth	3.00
163 Spider-Man	2.25
164 Wolverine	2.25

MARVEL UNIVERSE SERIES 4
SKYBOX (1993)

Full Set (180)	$24.00
Unopened Box	29.00
9-Card Foil Set	38.00
Single Cards	.05-.75
1 Hulk	1.00
51 Sabretooth	1.50
21 Cable	1.50
35 Venom	1.50
57 Carnage	1.50
58 Spider-Man	1.75
113 Magneto	1.50
114 Gambit	1.50
115 Cyclops	1.25
116 Wolverine	1.75
136 Origin of Wolverine	1.25
137 Origin of Cable	1.25
149 Wolverine vs. Sabretooth	1.25
H-IV Spidey vs. Venom Hologram	45.00

MARVEL UNIVERSE
FLEER (1994)

Full Set (200)	$22.00
Unopened Box	50.00
4-Card Hologram Set	42.00
9-Card Power Blasts Set	28.00
10-Card Suspended Animation Set	42.00
Single Cards	.15-1.25
1 Spider-Man	1.75
2 Venom	1.75
4 Wolverine	1.75
5 Gambit	1.75
14 Cable	1.75
17 Cyclops	1.50
100 Gambit	1.75
115 Sabretooth	1.75
124 Wolverine	1.75
130 Spider-Man	1.75
171 Venom	1.50

MARVEL VISION
FLEER/SKYBOX (1996)

Full Set (100)	$28.00
Unopened Box	60.00
16-Card Tattoo Set	9.00
[illegible]	.50
Single Cards	.15-.25

THE MASK
[illegible] (1994)

Full Set (90)	$18.00
Unopened Box	45.00
9-Card Embossed Set	60.00
9-Card Glow/Chrome Set	60.00
Single Cards	.20-.25

OUTBURST: DC FIREPOWER
FLEER/SKYBOX (1996)

Full Set (80)	$20.00
Unopened Box	[illegible]
2-Card Headlines Set	32.00
29-Card Maximum Firepower Set	27.00
Single Cards	.20-.30

POISON ELVES
SONIC IMAGES (1996)

Full Set (72)	$18.00
Unopened Box	40.00
3-Card Guest Art Set	32.00
6-Card Cover Art Set	45.00
Bonus Card	3.00
Drew Hayes Signed Card	56.00
Single Cards	.20-.25

POWER CHROME: DC LEGENDS '96
FLEER/SKYBOX (1996)

Full Set (150)	$20.00
Unopened Box	95.00
[illegible]-Card Legacy Set	40.00
6-Card [illegible] Set	50.00
8-Card [illegible] Set	30.00
Single Cards	.20-.30

RAZOR: METAL ENFORCEMENT
CHAOS! PRODUCTIONS (1997)

Full Set (90)	•
Unopened Box	•
9-Card [illegible] Set	•
[illegible]-Card Photo Holo/Chrome Set	•
6-Card Chromium Promo Set	•
Everett Hartsoe Signed Card	•
Kyle Holtz Signed Card	•
James O'Barr Signed Card	•
Steve [illegible] Signed Card	•
Mike [illegible] Signed Card	•
Single Cards	•
Mini Comic (1 per box)	•
Mini Comic, Chrome Cover (1 in [illegible])	•

RETURN OF SUPERMAN
SKYBOX (1993)

Full Set (100)	$10.00
Unopened Box	24.00
4-Card Foil Set	10.00
Single Cards	.15-.30

RETURN OF THE JEDI
TOPPS (1983)

Full Set (132 Cards/33 Stickers)	$75.00
Unopened Box	30.00
Single Cards	.10-.15
Single Stickers	.15-.30

SERIES 2
TOPPS (1983)

Full Set (88 Cards/22 Stickers)	$12.00
Unopened Box	30.00
Single Cards	.10-.20
Single Stickers	.20-.25

RETURN OF THE JEDI WIDEVISION
TOPPS (1996)

Full Set (144)	$25.00
Unopened Box	50.00
6-Card Mini Poster Set	79.00
10-Card Finest Set	125.00
3-D Star Wars Card	60.00
Single Cards	.25-.30

SHI
COMIC IMAGES (1995)

Full Set—All-Chromium (90)	$25.00
Unopened Box	68.00
3-Card MagnaChrome Set	45.00
6-Card MagnaChrome Set	68.00
6-Card [illegible] Sheet	30.00
Medallion Card	25.00
Billy Tucci Signed Card	65.00
Single Cards	.20-.30

SERIES 2
COMIC IMAGES (1996)

Full Set (90)	[illegible]
Full Refractor Set (90)	300.00
Unopened Box	60.00
3-Card [illegible] Set	[illegible]
6-Card [illegible] Set	[illegible]
24-Karat Gold Card	[illegible]
Billy Tucci Signed Card	60.00

KEY: price went up | price went down | this set's new | set is hot

the Wizard CARD Price Guide

Single Cards 20-30

SPACE JAM
UPPER DECK (1996)

Full Set (65)	$10.00
Unopened Box	48.00
4-Card Animation Set	60.00
9-Card Scratch-Off Set	12.00
11-Card Tune Squad Set	70.00
30-Card Flip Clips Set	18.00
Single Cards	10-20

SPAWN
WILDSTORM (1995)

Full Set (150)	$15.00
Unopened Box	30.00
4 Card Gallery Set	35.00
6-Card Toy Set	35.00
12-Card Painted Set	35.00
TodaChrome Card	65.00
Single Cards	10-20

SPIDER-MAN
FLEER (1994)

Full Set (150)	$20.00
Unopened Box	45.00
4-Card Hologram Set	45.00
12-Card Suspended Animation Set	32.00
6-Card Suspended Animation II Set (12-Card Magazine Jumbos)	45.00
6-Card Suspended Animation III Set (11-Card Wal-Mart Jumbos)	40.00
Single Cards	5-1.00
46 Green Goblin	1.25
66 Carnage	1.25
67 Venom	1.25
88 Spider-Man & The X-Men	1.25

SPIDER-MAN PREMIUM
FLEER/SKYBOX (1996)

Full Set (100)	$25.00
Unopened Box	65.00
4-Card Holo-Motion Set	70.00
6-Card Canvas Set	26.00
Single Cards	20-30

STAR TREK CINEMA COLLECTION
SKYBOX (1995)
(Available in Factory Sets Only)

	$20.00
	20.00
	20.00
V	20.00
VI	20.00
VI	20.00

STAR TREK 30TH ANNIVERSARY
IMPEL/SKYBOX (1991)

Full Set (160)	$10.00
Unopened Box	20.00
2-Card Hologram Set	20.00
Single Cards	05-10

SERIES 2
IMPEL/SKYBOX (1991)

Full Set (150- #'d 161-310)	$10.00
Unopened Box	20.00
2-Card Hologram Set	20.00
Single Cards	05-10

STAR TREK: 30TH ANNIVERSARY
FLEER/SKYBOX (1995)

Full Set (100)	$15.00
Unopened Box	55.00
3-Card Weapons Die-Cut Set	40.00
9-Card Evolution of Technology Set	95.00
9-Card Ship Registry Set	150.00
SkyMotion Card	60.00
Single Cards	10-20

SERIES 2
FLEER/SKYBOX (1996)

Full Set (100)	$15.00
Unopened Box	60.00
3-Card Die-Cut Set	40.00
9-Card Doppelganger Set	60.00
9-Card Undercover Set	90.00
SkyMotion Card	60.00
Single Cards	10-20

SERIES 3
FLEER/SKYBOX (1996)

Full Set (100)	$18.00
Unopened Box	65.00
3-Card 3-D Motion Set	30.00
6-Card Game Set	9.00
9-Card Blueprint Poster Set	10.00
9-Card Blueprint Puzzle Set	2.00
9-Card Mural Set	125.00
SkyMotion Redemption Card	60.00
Single Cards	15-20

STAR TREK: DEEP SPACE NINE
SKYBOX 1993
(Available in Factory Sets Only)

Full Set (48)	$4.00
2 Card Spectra Set	6.00
Single Cards	10-15

STAR TREK: FIRST CONTACT
FLEER, SKYBOX 1996

Full Set (60)	$17.00
Unopened Box	70.00
3 Card Blueprint Poster Set	36.00
6-Card New Enterprise Set	35.00
10-Card Character Set	75.00
10 Card Behind-the-Scenes Set	45.00
12-Card Techno-Cell Borg Set	95.00
Brent Spiner Signed Card	50.00
Single Cards	25-30

STAR TREK: GENERATIONS
SKYBOX 1995

Full Set (72)	$12.00
Unopened Box	35.00
3-Card Villains Set	30.00
3-Card Captains Set	45.00
SkyMotion Redemption Card	75.00
Oversized SkyMotion Card	60.00
Single Cards	10-20

STAR TREK MASTER SERIES
SKYBOX 1993

Full Set (100)	$12.00
Unopened Box	25.00
5 Card Spectra Set	50.00
Single Cards	05-15

MASTER SERIES 2
SKYBOX (1994)

Full Set (100)	$12.00
Unopened Box	38.00
9 Card Triptychs Set	65.00
Single Cards	10-15

STAR TREK-TNG
SKYBOX 1992

Full Set (120)	$10.00
Unopened Box	20.00
Tin Set (10,000 ed.)	65.00
4-Card Hologram Set	28.00
Send-Away Hologram	7.00
Single Cards	10-15

STAR TREK: TNG BEHIND THE SCENES
SKYBOX (1993)
(Available in Factory Sets Only)

Full Set (39)	$12.00
Single Cards	30-35

STAR TREK: TNG—THE EPISODES COLLECTION
SKYBOX 1994

Full Set (100)	$16.00
Unopened Box	50.00
6-Card Embossed Foil Set	60.00
2-Card Hologram Set	30.00
Tribute Card	4.00
Single Cards	10-20

SERIES 2
SKYBOX (1994)

Full Set (96)	$10.00
Unopened Box	40.00
6 Card Embossed Foil Set	45.00
2-Card Hologram Set	90.00
Single Cards	10-20

SERIES 3
FLEER/SKYBOX (1995)

Full Set (108)	$12.00
Unopened Box	40.00
6-Card Embossed Foil Set	55.00
2 Card Hologram Set	165.00
Single Cards	10-20

SERIES 4
FLEER/SKYBOX (1996)

Full Set (108)	$12.00
Unopened Box	40.00

"Beam [illegible] of baby oil and a Slip 'n' Slide... Spock's [illegible] a birthday present!"
1981 IMPEL STAR TREK 25th ANNIVERSARY (SERIES 2)

6-Card Embossed Foil Set	40.00
2-Card Hologram Set	75.00
Single Cards	10-15

SERIES 5
FLEER/SKYBOX (1996)

Full Set (108)	$18.00
Unopened Box	55.00
6-Card Embossed Foil Set	55.00
2-Card Hologram Set	90.00
Single Cards	10-20

STAR TREK: VOYAGER
SKYBOX (1995)

Full Set (98)	$10.00
Unopened Box	40.00
3-Card Expand Set	16.00
9-Card Spectra Set	55.00
Doctor Hologram	50.00
SkyMotion Voyager	50.00
Single Cards	10-20

SERIES 2
FLEER/SKYBOX (1995)

Full Set w/Tattoo (90)	$12.00
Unopened Box	45.00
6-Card Recipe Set	30.00
9-Card Spectra Foil Set	65.00
SkyMotion Capt. Janeway	50.00
Supersize SkyMotion Janeway	40.00
Collectors Album	20.00
Single Cards	10-20

STAR TREK: VOYAGER—SEASON TWO
FLEER/SKYBOX (1996)

Full Set (100)	$17.00
Unopened Box	58.00
3-Card Holo-Emitter Set	65.00
3-Card 24th Century Technology Set	15.00
3-Card Strange New Worlds Set	17.00
3-Card XenoBio Set	15.00
Single Cards	15-20

STAR WARS
TOPPS (1977)

Full Set (66 Cards/11 Stickers,Blue)	$110.00
Unopened Box	335.00
Single Cards	1.00-2.00
Single Stickers	2.25-3.25

SERIES 2

Full Set (66 Cards/11 Stickers,Red)	$55.00
Unopened Box	175.00
Single Cards	.50-.75
Single Stickers	1.00-1.50

SERIES 3

Full Set (66 Cards/11 Stickers,Yellow)	$55.00
Unopened Box	175.00
Single Cards	40-60
Single Stickers	1.75-2.00

SERIES 4

Full Set (66 Cards/11 Stickers,Green)	$55.00
Unopened Box	165.00
Single Cards	55-60
Single Stickers	90-1.25

SERIES 5

Full Set (66 Cards/11 Stickers,Orange)	$50.00
Unopened Box	150.00
Single Cards	.65-.75
Single Stickers	1.25-1.75

STAR WARS COLLECTION
TOPPS (1996)

Full Set (90)	$50.00
Full Refractor Set (90)	750.00
Unopened Box	85.00
4-Card Matrix Set	50.00
6-Card Foil-Embossed Set	55.00
Master Visions Card	75.00
Refractor Singles	8.00
Single Cards	.50-.60

STAR WARS GALAXY
TOPPS 1993

Full Set (140)	$16.00
Full Set (Uncut Sheets)	35.00
Unopened Box	40.00
6-Card Spectra Set	50.00
6-Card Spectra Set (Uncut Sheet)	85.00
Single Cards	10-20

SERIES 2
TOPPS 1994

Full Set (135)	$20.00
Unopened Box	55.00
6-Card Foil Set	55.00
Signed Cards	35.00
Single Cards	10-20

SERIES 3
TOPPS 1995

Full Set (90 Cards/12 Video Cards)	$18.00
Full 1st Day Issue Set (90)	85.00
Unopened Box	55.00
6-Card Trip Tych Set	50.00
6-Card ClearZone Chromium Set	65.00
Single Cards	15-20

STAR WARS: SHADOWS OF THE EMPIRE
TOPPS 1996

Full Set (90)	$22.00
Unopened Box	55.00
4-Card Character Set	50.00
6-Card Character Set	55.00
Jumbo Master Visions Card	40.00
Signed Hildebrandt Card	70.00
Single Cards	.20-.30

STAR WARS: WIDEVISION
TOPPS 1995

Full Set (120)	$25.00
Unopened Box	60.00
10-Card Finest Set	110.00
Single Cards	15-25

SUPERMAN: DOOMSDAY
SKYBOX (1992)

Full Set (100)	$40.00
Unopened Box	115.00
2-Card Foil Set	50.00
4-Card Spectra Set	100.00
Single Cards	.40-.50

SUPERMAN: HOLO-SERIES
FLEER/SKYBOX (1996)

Full Silver Set (50)	$25.00
Full Gold Set (50)	35.00
Unopened Box	55.00
4-Card Silver HoloAction Set	18.00
4-Card Gold HoloAction Set	18.00
HoloCel Card	22.00
Single Cards (silver)	45-55
Single Cards (gold)	65-75

SUPERMAN: MAN OF STEEL
SKYBOX (1994)

PREMIUM EDITION

Full Premium Set (90)	$26.00
Unopened Premium Box	50.00
4-Card Forged in Steel Set	90.00
Clark Kent/Superman SkyDisc	100.00
Single Cards	.30-.40

COLLECTOR'S EDITION

Full Collector's Edition Set (90)	$10.00
Unopened Collector's Edition Box	24.00
6-Card Spectra-Etch Set	40.00
Single Cards	10-.20

ULTRA SPIDER-MAN
FLEER ULTRA (1995)

Full Set (150)	$25.00
Full Signature Set (150)	125.00
Unopened Box	60.00
9 Card Golden Web Set	10.00
6-Card HoloBlast Set	22.00
10-Card ClearChrome Set	50.00
9 Card Masterpieces Set	10.00
Single Cards	10-20

ULTRA X-MEN
FLEER ULTRA 1994

Full Set (150)	$30.00
Unopened Box	60.00
Unopened Jumbo Box	75.00
6-Card Fatal Attractions Set (Regular and Jumbo Packs)	50.00
6-Card Greatest Battles Set (Jumbos)	50.00
9-Card Portraits Set (Regular, Anco 11/12-Card Packs)	45.00
6-Card Red-Foil Bonus Set (Anco 12 Card Packs)	45.00
6-Card Silver X-Overs Set (Anco 11/12-Card Packs)	75.00
5-Card UltraPrints Set	15.00
Single Cards	20-1.50
1 Cyclops	2.00
2 Rogue	2.00
3 Beast	2.00
4 Gambit	2.25
6 Wolverine	2.50
7 Psylocke	2.00
10 Iceman	2.00
11 Bishop	2.00
12 Archangel	2.00
13 Storm	2.00
14 Jean Grey	2.00
15 Sabretooth	2.25
21 Cable	2.25
43 Weapon X (Wolverine)	2.50
55 Magneto	2.25
97 Cyclops	2.00
98 Iceman	2.00
99 Angel	2.00
100 Beast	2.00
101 Marvel Girl	2.00
137 Wolverine vs. Sabretooth	2.25
145 Wolverine vs. Cable	2.00

ULTRA X-MEN SERIES 2
FLEER ULTRA (1994)

Full Set (150)	$25.00
Unopened Box	65.00
9 Card Hunters and Stalkers Set	25.00
10-Card Sinister Observations Set	85.00
10-Card Suspended Animation Set	45.00
Single Cards	20-.90
14 Cyclops	1.00
20 Gambit	1.00
28 Magneto	1.00
41 Sabretooth	1.00
52 Wolverine	1.00
63 Sabretooth	1.00
90 Cyclops	1.00
96 Gambit	1.00
99 Wolverine	1.00
113 Cable	1.00
134 Magneto vs. Wolverine	1.00
135 Omega Red vs. Wolverine	1.00
139 Sabretooth vs. Wolverine	1.00
149 Wolverine	1.00

ULTRA X-MEN: WOLVERINE
FLEER/SKYBOX (1996)

Full Set (100)	$25.00
Unopened Box	65.00
3-Card Mirage Set	50.00
9-Card HoloFlash Set	55.00
Single Cards	.20-.30

VAMPIRELLA
TOPPS 1995

Full Set (90)	$12.00
Full Gold Set (90)	100.00
Unopened Box	38.00
6-Card Gallery Set	40.00
6-Card HoloGlow Set	55.00
Single Cards	10-15

VAMPIRELLA GALLERY
TOPPS (1996)

Full Set (72)	$15.00
Full Gold Set (72)	90.00
Unopened Box	50.00
6 Card Femme Fatales Set	90.00
Vampirella Hologram Card	55.00
Single Cards	15-25

VAMPIRELLA MASTERVISIONS
TOPPS (1996)

Full Factory Set (36)	$44.00
Single Cards	1.00-1.25

[illegible]
WILDSTORM (1996)

Full Set (107)	$22.00
Unopened Box	60.00
9-Card Die-Cut Set	110.00
9-Card Gold Chrome Set	110.00
Single Cards	.10-.25

WILDSTORM
IMAGE (1994)

Full Set (90)	$40.00
Unopened Box (Red)	65.00
Unopened Box (Blue)	65.00
Unopened Box (Green)	65.00
9-Card Refractor Set	100.00
15-Card Signature Set	500.00

WILDSTORM ARCHIVES
WILDSTORM (1995)

Full Set (99)	$30.00
Unopened Box	60.00
11-Card HoloChrome Set	75.00
Single Cards	.25-.50

SERIES 2
WILDSTORM (1996)

Full Set (90)	$30.00
Unopened Box	55.00
9-Card HoloChrome Set	70.00
Single Cards	.30-.35

WILDSTORM GALLERY
WILDSTORM (1995)

Full Set (100)	$18.00
Unopened Box	45.00
6-Card Reader's Choice Set	40.00
12-Card Battles Set	70.00
Single Cards	.15-.20

WILDSTORM SWITCHOUT
WILDSTORM (1996)

Full Set (99)	$18.00
Unopened Box	48.00
9-Card Ms. WildStorm Set	60.00
Single Cards	.15-.20

WITCHBLADE
TOP COW PRODUCTIONS (1996)

Full Set (90)	$25.00
Unopened Box	60.00
3-Card Signed Thermographic Set	100.00
9-Card Puzzle-to-Portrait Set	60.00
Witchblade Motion Card	75.00
Billy Tucci Signed Card	80.00
Single Cards	.25-.30

THE X-FILES
TOPPS (1995)

Full Set (72)	$16.00
Full Foil Set (72)	70.00
Unopened Box	60.00
4-Card Topps Finest Set	55.00
6-Card Comic Covers Set	55.00
Deluxe Binder w/Insert Card	20.00
Single Cards	.20-.25

SERIES 2
TOPPS (1996)

Full Set (72)	$14.00
Full Foil Set (72)	75.00
Unopened Box	45.00
4-Card Hologram Set	35.00
6-Card Comic Cover Set	40.00
Single Cards	.15-.25

SERIES 3
TOPPS (1996)

Full Set (72)	$14.00
Full Foil Set (72)	75.00
Unopened Box	50.00
2-Card Paranormal Set	15.00
2-Card 3-D Holo Set	20.00
6-Card Foil Set	45.00
Single Cards	.15-.25

THE X-FILES FACTORY SERIES
TOPPS (1996)

Full Factory Set (30)	$36.00
Single Cards	1.00-1.25

X-MEN COLLECTION
FLEER ULTRA (1995)

Full Set (100)	$25.00
Unopened Box	75.00
9-Card Lethal Weapons Set	30.00
20-Card Alternate X Set	40.00
Single Cards	.20-.30

X-MEN SERIES 1
SKYBOX (1992)

Full Set (100)	$38.00
Unopened Box	65.00
5-Card Hologram Set	30.00
Factory Tin Set (7,500 ed.)	70.00
Cap. City Gold Magneto Hologram	10.00
Single Cards	.15-1.50

"Uh... oh... AH-CHOOO! Uhhh... somebody help me squeegee my [illegible] head."
1993 SKYBOX X-MEN [illegible]

2	Wolverine	2.75
18	Gambit	2.75
19	Cable	2.75
41	Magneto	2.75
52	Sabretooth	2.75
94	Gambit	2.75
95	Wolverine	2.50
98	Cable	2.50
	Jim Lee Signed Card (w/stamp)	100.00

X-MEN SERIES 2
SKYBOX

Full Set (100)	$25.00
Unopened Box	55.00
Full 30th Anniversary Foils Set (9)	40.00
Full Holofoils Set (3)	36.00
Factory Tin Set	65.00
Single Cards	.20-1.50
5 Cable	2.75
10 Cyclops	2.00
12 Gambit	2.75
36 Wolverine	2.75
43 Cable (vs. Stryfe)	2.00
44 Stryfe (vs. Cable)	2.00
49 Wolverine (vs. Omega Red)	2.00
50 Omega Red (vs. Wolverine)	2.00
52 Wolverine (vs. Sabretooth)	2.00
53 Sabretooth (vs. Wolverine)	2.00
85 X-Men Blue Team	1.75
86 X-Men Gold Team	1.75
91 Sabretooth Unleashed	2.00
93 Persuasion Gambit-Style	2.00
98 The Claws of Wolverine	2.00
H-X Wolverine 3-D	40.00

HIGHLAND MINT MINT-CARD PRICE GUIDE

AMAZING FANTASY #15

Type	Mintage	%	Price
Bronze	2500	.%1	$550.00
Silver	500	.%1	235.00

FANTASTIC FOUR #1

Type	Mintage	%	Price
Bronze	2500	.%1	$550.00
Silver	500	.%1	235.00

INCREDIBLE HULK #1

Type	Mintage	%	Price
Bronze	2500	.%1	$550.00
Silver	500	.%1	235.00

X-MEN #1

Type	Mintage	%	Price
Bronze	2500	.%1	$550.00
Silver	500	.%1	235.00

WIZARD PRICE GUIDE V.1 NO.5

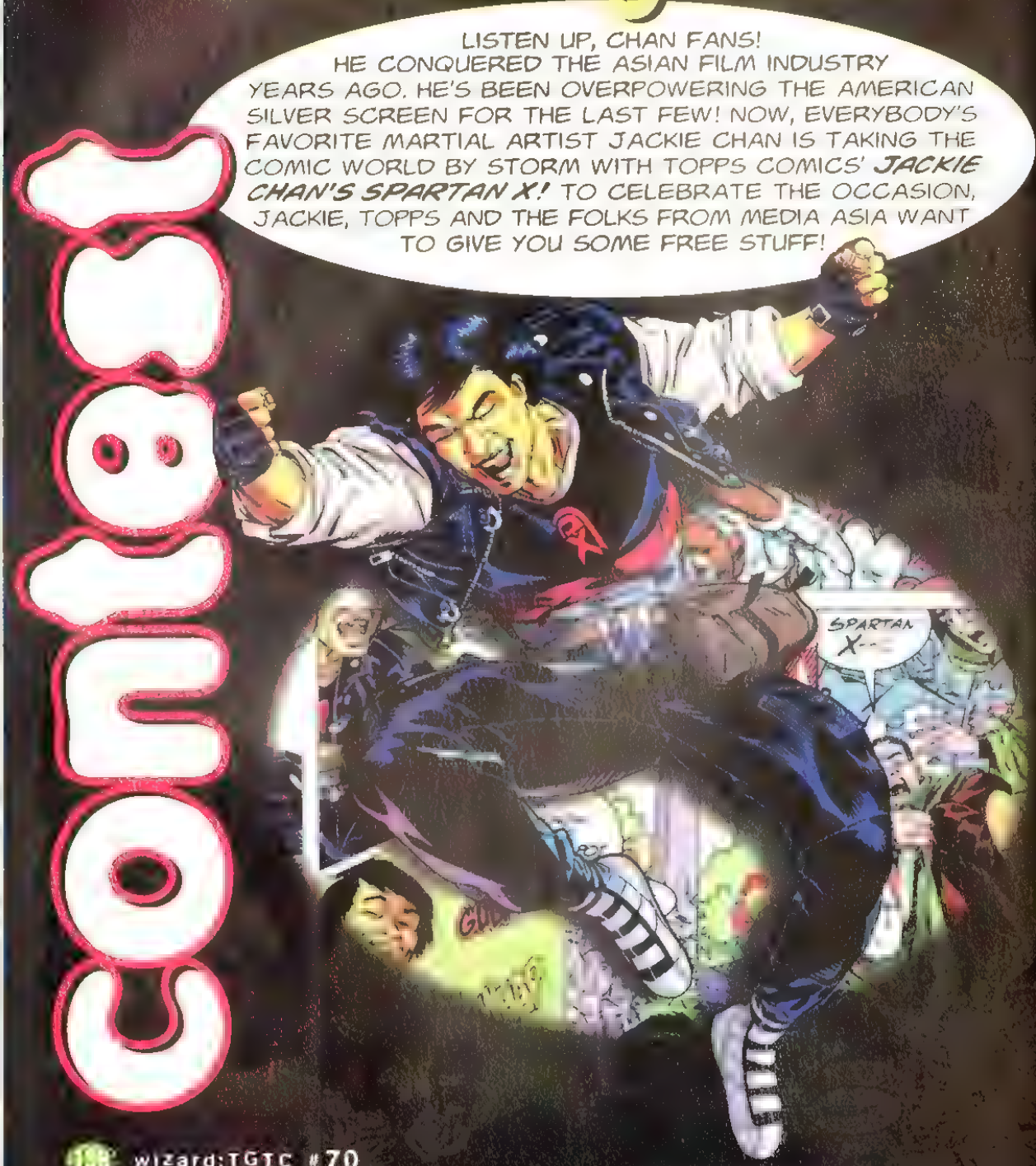
[illegible]

[illegible]

Topps Comics and Media Asia Present:

Jackie Chan's Spartan X Extravaganza!

LISTEN UP, CHAN FANS! HE CONQUERED THE ASIAN FILM INDUSTRY YEARS AGO. HE'S BEEN OVERPOWERING THE AMERICAN SILVER SCREEN FOR THE LAST FEW! NOW, EVERYBODY'S FAVORITE MARTIAL ARTIST JACKIE CHAN IS TAKING THE COMIC WORLD BY STORM WITH TOPPS COMICS' ***JACKIE CHAN'S SPARTAN X!*** TO CELEBRATE THE OCCASION, JACKIE, TOPPS AND THE FOLKS FROM MEDIA ASIA WANT TO GIVE YOU SOME FREE STUFF!



How to Get the Goodies:

IT'S AS EASY AS A DROP-KICK! JUST FILL OUT THAT LITTLE COUPON BELOW AND MAIL IT IN! WINNERS WILL BE SELECTED RANDOMLY.

Grand Prize (1): One lucky reader will receive a Jackie Chan wristwatch, plus a signed collection of *Jackie Chan's Spartan X* comic book!

First Prize (4): Four readers will receive a Jackie Chan T-shirt, plus signed copies of *Jackie Chan's Spartan X* comic book!

Second Prize (10): Ten readers will receive a Jackie Chan polarized watch!

Third Prize (10): Ten readers will receive Jackie Chan coffee mugs.

Prizes courtesy of Ztarz Catalogue: purveyors of the hottest collection of authentic souvenirs celebrating the films of Jackie Chan and the rest of your favorite Chinese action stars. To get your free catalogue write to Ztarz, 412-416 World Commerce Centre, 11 Canton Road, Kowloon, Hong Kong, send E-mail to: info@ztarz.com or access our Website at www.ztarz.com.

This contest is sponsored by Topps Comics and Media Asia.

Fill this sucker out, put it in an envelope and send it to: *Jackie Chan's Spartan X* Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

Deadline is June 30, 1997.

Legal Stunts

No purchase necessary. Contest is open to anyone except employees of Wizard Press, Topps Comics, Media Asia, their immediate families or Bruce Leroy from "The Last Dragon." Print your name, date of birth, address, city, state, zip and telephone number with area code on the official entry form or a 3-by-5-inch index card. Enter as many times as you like. Mail each entry separately to: Jackie Chan's Spartan X Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms are accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries become property of Wizard Press and none will be returned. All taxes (federal, state and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes will be offered. Prizes are awarded in the names of the contest winners and are not transferable. Speaking of "The Last Dragon," whatever happened El DeBarge? Was he beaten to the rhythm of the night? Offer void where prohibited, regulated or restricted by law in a manner inconsistent with the purposes and rules hereof. All entries must be received at contest headquarters by June 30, 1997. Wizard Press is not responsible for lost, late, misdirected or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Prize winners will be selected randomly from among all properly completed entries by Wizard Press. Drawing will take place on July 15, 1997.

For a list of winners, available after July 15, 1997, send a self-addressed stamped envelope to: *Jackie Chan's Spartan X* Contest Winners, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

Spartan X Extravaganza Entry Form

DEADLINE IS JUNE 30, 1997!

Name _____ Date of Birth _____

Address _____

City _____

State _____ Zip _____

Phone Number (with area code) _____

What other Topps Comics do you enjoy? _____

***Wizard*, by staying in touch with hundreds of retailers throughout the country, keeps a close eye on the country's hottest back issues. Here are April's hottest back issues.**

top 10 comics

1. DARKCHYLDE #1

WRITER: Randy Queen ARTISTS: Randy Queen, Jason Gorder and Mario Alquiza

EEEYOW! That Darkchylde chickee sure is hot these days! Heck, she's hotter than Georgia asphalt! She's hotter than Tabasco-soaked jalapeños! She's hotter than an unventilated high school football team's locker room on a muggy August afternoon! So what contributes to this Darkchylde hot-itude? A few things: Stunning artwork by Randy Queen, legs that go up to her neck and a book that people found out about too late. Yep, when *Darkchylde* #1 hit stores in the summer of '96, not too many people knew about it. Now every geek worth his zits wishes he would've made Ms. Ariel Chylde's acquaintance just a little bit earlier. **LAST MONTH: 2**

2. WITCHBLADE #1

WRITERS: David Wohl, Brian Haberlin and Christina Z. ARTISTS: Michael Turner and D-Tron

And right behind *Darkchylde* on the hot-o-meter is Top Cow Productions in general. Heck, the company's got the #2, #3 and #4 slots all sewn up and to itself this month. Leading the charge of bovine love is, as usual, *Witchblade*. And for those of you scoring at home, this makes six months in a row that *Witchblade* #1 has been in the #1 or #2 slot on our little countdown. Six months! That's enough time to have two-thirds of a baby! Enough time to flunk a whole semester of algebra! That's half a year of back-issue dominance! Or 15,552,000 seconds, if you prefer. That's a long while. **LAST MONTH: 1**

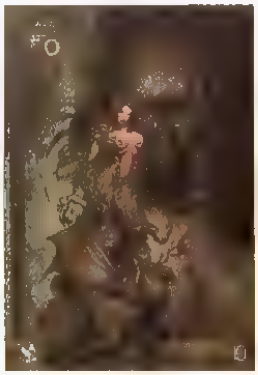
3. THE DARKNESS #1 (BLACK VARIANT COVER)

WRITER: Garth Ennis

ARTISTS: Marc Silvestri and Batt

Since the power that powers Jackie Estacado (The Darkness) is kind of the opposite of the power that powers Sara Pezzini (Witchblade), then we guess it's kinda appropriate that *Darkness* #1 follows *Witchblade* #1. After all, Witchblade came first. And *Witchblade* #1 gained prominence without the use of a one-in-four "Black" variant cover like the one shown here. And, after all, "ladies first" is the rule that all true gentlemen should follow. Hey, Estacado may be a hitman killer guy, but he's still a nice fella. **LAST MONTH: 6**

NUMBER THREE



NUMBER FOUR

4. WITCHBLADE #10 (DARKNESS #0 VARIANT COVER)

WRITERS: David Wohl and Christina Z

ARTISTS: Marc Silvestri, Michael Turner, D-Tron and Batt

Whoa! With a *Witchblade* here and a *Witchblade* there and a *Darkness* in the middle, it looks like The Darkness gets to be the meat in a Witchblade sammich. Now *that's* a pretty nice place to be! And it all makes sense, 'cause *Witchblade* #10 is all the rage these days since it holds the first appearance of The Darkness between its covers. Oh, yeah. Between Witchblade's covers—that's another good place to be. **LAST MONTH: 3**

5. PREACHER #1

NUMBER FIVE

WRITER Garth Ennis
ARTIST: Steve Dillon

The neato thing about *Preacher* is that it finds a new and different way to shock the bloody bejeezus out of you every month. God goes AWOL from Heaven? That's a good one. Kid blows half his face off with a shotgun and is left a drooling mess? Another doozy. Church blows up? Always good for shock value. The kicker to all this? All these wholesome events can be found between the covers of *Preacher* #1. Now those are some covers we'd like to stay out of. **LAST MONTH: 4**

6. JLA #1

WRITER: Grant Morrison
ARTISTS. Howard Porter and John Dell

Get a crazed Scotsman with a peculiar bent on reality (like, say, Grant Morrison) to write it. Get a hyperkinetic up-and-comer with a funky angular style (like, say, Howard Porter) to pencil it. Get an ink guy with lots of pens and brushes (like, say, John Dell) to ink it. Staff it with DC's A-list (like, say, Superman, Wonder Woman, Batman, Aquaman and friends) to staff it. What do you get? The new *JLA*. What else do you get? A sure-fire hit. **LAST MONTH: 7**

NUMBER SIX

7. FANTASTIC FOUR #1

NUMBER SEVEN

WRITERS: Jim Lee and Brandon Choi
ARTISTS: Jim Lee and Scott Williams

Figure this: Reed Richards is supposed to be, like, the smartest guy on Earth. He's supposed to be, like, Albert Einstein on brain steroids. So he blasts off to investigate some "stellar anomaly" IN AN UNTESTED PROTOTYPE SPACECRAFT? Guess so. Now, he intended on bringing an experienced pilot, Ben Grimm, with him. That makes sense. But Reed also winds up BRINGING HIS GIRLFRIEND AND HER KID BROTHER? And this guy's supposed to be *smart?* Looks like the more things change in the "Heroes Reborn" universe, the more they stay the same. **LAST MONTH: 8**

8. DARKCHYLDE #2

WRITER: Randy Queen
ARTISTS: Randy Queen, Jason Gorder and Marlo Alquiza

As near as we can tell, it goes like this: Ariel Chylde is a teenager trying to get adjusted to life in a new town. But one night, as her father tries to abuse her, she accidentally channels some big, foul-smellin' netherworld demon in an effort to protect herself, kills Daddy and burns her own house to the ground. Yow. That's a little tougher than the standard first-day-at-school problems one usually encounters, like missing the bus and not being able to find the cafeteria. **LAST MONTH: 10**

NUMBER EIGHT

9. HITMAN #1

NUMBER NINE

WRITER. Garth Ennis
ARTIST: John McCrea

We like Hitman. Why? 'Cause he makes sense. He's got X-ray vision and the ability to read minds. So he uses his X-ray vision to look through women's clothes. He reads minds to find out what women are thinking, for the express purpose of scoring more efficiently. And he uses both powers to blow away bad guys that he's been contracted to rub out so he can make money and keep himself in bacon 'n' beans. Now *that's* the kind of realism you don't find often in comics these days. **LAST MONTH: 9**

10. LEAVE IT TO CHANCE #1

WRITER. James Robinson
ARTIST: Paul Smith

The Falconer family has been the mystical protectors of the town of Devil's Echo for generations. The "mystical protector" job (which comes with a spiffy-lookin' shirt with your name embroidered on it, a discount card good for 10% off at Stop 'n' Shop and a dental plan) is handled by the first-born Falconer son. The problem? Lucas Falconer only has a daughter. And they won't let Li'l Chance Falconer play their reindeer games, 'cause she's a girl. So she heads out to show that girls can whip ass too. **LAST MONTH: 11**

NUMBER TEN

THE NEXT TEN

THE NEXT 10 HOT BOOKS AND THE COMPANIES THAT MAKE THEM

11. **PREACHER** #2 DC
12. **IRON MAN** #2 MARVEL
13. **WITCHBLADE** #2 IMAGE
14. [illegible] #1 IMAGE
15. [illegible] #1 HOMAGE
16. [illegible] #1 DC
17. [illegible] #2 MARVEL
18. [illegible] #1 DC
19. [illegible] #1 MARVEL
20. [illegible] #1 SIRIUS

COMIC MARKET NEWS AND SUCH · by Jon Warren and the *Wizard* staff

SUPER SALES FOLLOW NEW LOOK

Fan reaction to Superman's new costume debut in *Superman* #123 has been mixed, but the changeover issues sold very well for most retailers (sales for all of the Supertitles doubled in some areas). Most retailers expect sales to remain at around current levels, at least through June of next year, when it's expected that the "old" Superman and original costume will return just in time for the Man of Steel's colossal 60th anniversary. (Hey, wanna bet he's on the cover of *Action* lifting a car?) Far from feeling manipulated by the new look, retailers report that fans instead look forward to a year-long, self-contained storyline that is moving toward a definite conclusion. And maybe we can count on DC to throw in a *little bit* of a twist when things are set right for Supes again.

Jungle Fever

The surprise hit of the last couple of months just has to be *Ka-Zar* #1. Yeah, we knew it would be a great book, with Mark Waid writing and Andy Kubert drawing it, but the ol' jungle lord's never been a fan favorite, and Marvel actually made things worse by soliciting the book as an X-Men title, where it was lost in the glut of X-whatever books. It wasn't until fans actually saw the book on the stands that the excitement over the younger-looking, updated-for-the-'90s hero began, and now this seriously underordered book is seriously *hot*. If you can still find a copy at cover price (or a copy, *period*), buy it quick!

Mark Waid and Andy Kubert's fresh take on Ka-Zar has made his book a breakout hit

DC has seen solid success with Superman's big switch

Darkness Doesn't Fall

Looks like the wildness over *The Darkness* is for real! Retailers tell us that sales have increased with every issue—something exceptionally rare in today's market—and the clamor for back issues continues to grow. We agree with Steven Huber of Galaxy Comics in Richmond, Ind., "What can you say? The combination of Ennis and Silvestri sold the book before it ever came out." Looks like Top Cow has another hit on its hands to go along with *Witchblade*.

And speaking of our mystically armored heroine, the first issue of *Witchblade* is topping out at 15 to 25 percent over guide, especially at East Coast shops, and the story and art just keeps getting better with every issue! Top Cow's promises to fans—great art and stories, consistency of product, and on-time shipping—have paid off for the company in spades.

JLA: Silver Age Heat

With the resurgence of heroes (or at least their names) like Flash, Green Lantern, Wonder Woman, Aquaman, the Teen Titans and the Justice League, Silver Age DC comics starring them are becoming hotter, as they grow harder and harder to find. Dave Braunstein of Eldorado Comics in Cherry Hill, N.J., says, "1960s DCs [with 10-cent and 12-cent cover prices] are good sellers in any grade when priced accordingly. And they're a bargain when compared to Marvels of similar grades from the same era."

As Spawn's movie and TV show approach, look for his back issues to get even hotter

Spawn Hunting

It's definitely time to check out your *Spawn* collections and fill in any holes—the big Spawn movie is right around the corner (as is the HBO animated series). Movie industry insiders don't expect the Spawn movie to be a blockbuster on the order of "Batman & Robin," simply because the character doesn't have huge name-recognition among the general public. But then again, neither did "The Crow" or "The Mask," and those movies made sacks of scratch. Anyway, you can look for back-issue prices to go up, and if the August release is a big hit, *way up*—so now's the time to buy.

No. 2 Crush

The second-issue hoodoo strikes again! It's a well-known fact that many retailers cut their orders by as much as 50 percent from a #1 issue to a #2 (and maybe less for #3) of any new comic. It's not unusual to find #2s in shorter supply, and greater demand, than many #1s. Recent examples: While *JLA* #1 fetches $9, issue #2 is going for as much as $12 in many areas, and #3 has been seen going for $8. Also, all of the #2-#4 "Heroes Reborn" books (*Fantastic Four*, *Captain America*, *Iron Man* and *Avengers*) are in short supply because of comic stores' difficulty in reordering, and can command as much as $10-$12 (and more for variant covers). Don't pass up those #2s! W

Jon Warren also doesn't have huge name-recognition among the general public, but he doesn't make sacks of scratch.

Wizard's Top 10 Writers

1 Garth Ennis
Preacher, Hitman

2 Mark Waid
Ko-Zar, Flash

3 Peter David
Hulk, Aquaman, Supergirl

4 Scott Lobdell
Generation X, Uncanny X-Men

5 Grant Morrison
JLA

6 Frank Miller
Sin City

7 Kurt Busiek
Astro City, Thunderbolts

8 David Wohl
Witchblade

9 James Robinson
Starman; upcoming Cable

10 Erik Larsen
Savage Dragon

Wizard's Top 10 Artists*

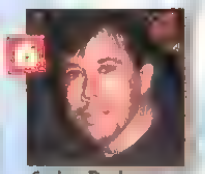
1 Jim Lee
Fantastic Four

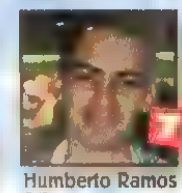
2 Joe Madureira
Uncanny X-Men

3 J. Scott Campbell
Gen

4 Michael Turner
Witchblade

5 Andy Kubert
Ka-Zar


6 Carlos Pacheco
X-Men


7 Humberto Ramos
DV8

8 Joe Quesada
Ash

9 Alex Ross
Kingdom Come

10 Randy Queen
Darkchylde

*** Pencilers and painters**

***Wizard*'s Top Ten Professionals lists are derived from a nationwide retailer survey.**

Wizard's Up & Coming Creator

OSCAR JIMENEZ

Fans of DC's *Flash* series have this artist to thank for bringing a brand-new, extremely lively look to the hero. During Jimenez's "run" from issue #101 to #116, his speedster had an always-in-motion, energized look. In addition to his innovative ways of drawing speed lines, Jimenez knows when a light, airy set of lines are needed (like when he presented cityscapes of the future, or a romantic scene between Wally and Linda). You can catch Jimenez's work on some upcoming *JLA* fill-in issues and some WildStorm titles.

Flash Editor Paul Kupperberg says, "I like the realism of Oscar's characters, his attention to detail and his fluid, graceful style. He makes each story jump out, and knows how to make situations and characters come alive."

■ *Marc Wilkofsky*

WIZARD TOP 100

The highest-ordered comic books for the month of MARCH

Compiled by the *Wizard* Price Guide staff, and working off the data supplied by comic book retailers across the country, the following is a listing of the highest-ordered comics for March. Check out the column on the right for an explanation of this month's standout books (listed in **boldface type**).

1. **Superman #123 Collector's Ed. (DC)**
2. Uncanny X-Men #344 (Marvel)
3. X-Men #64 (Marvel)
4. **Spawn #60 (Image)**
5. Fantastic Four #7 (Marvel)
6. Wolverine #113 (Marvel)
7. Iron Man #7 (Marvel)
8. **Adventures of Superman #546 (DC)**
9. Avengers #7 (Marvel)
10. **Curse of the Spawn #7 (Image)**
11. **Action Comics #733 (DC)**
12. X-Men '97 (Marvel)
13. Generation X #27 (Marvel)
14. **Witchblade #13 (Image)**
15. **Captain America #7 (Marvel)**
16. **Superman: The Man of Steel #67 (DC)**
17. The Darkness #4 (Image)
18. **JLA #5 (DC)**
19. X-Man #27 (Marvel)
20. X-Factor #134 (Marvel)
21. X-Force #66 (Marvel)
22. Cable #43 (Marvel)
23. **Arcanum #1 (Image)**
24. **Batman vs. Aliens #1 (Dark Horse)**
25. Excalibur #109 (Marvel)
26. Amazing Spider-Man #423 (Marvel)
27. **P. Jane vs. The Darkness: Stripper #1 (Event)**
28. Gen[13] Bootleg #5 (Image)
29. Incredible Hulk #453 (Marvel)
30. **Beast #1 (Marvel)**
31. Peter Parker, Spider-Man #80 (Marvel)
32. Batman #542 (DC)
33. Spectacular Spider-Man #246 (Marvel)
34. **Sin City: Sex & Violence (Dark Horse)**
35. The X-Files #28 (Topps)
36. Sensational Spider-Man #16 (Marvel)
37. Detective Comics #709 (DC)
38. Darkchylde #5 (Image)
39. Supergirl #9 (DC)
40. Deadpool #5 (Marvel)
41. WildC.A.T.s #36 (Image)
42. Batman: The Long Halloween #6 (DC)
43. Superman #123 Standard Edition (DC)
44. **Preacher #25 (DC)**
45. Thunderbolts #2 (Marvel)
46. Pitt #13 (Full Bleed)
47. Batman: Legends of the Dark Knight #94 (DC)
48. DV8 #6 (Image)
49. Green Lantern #86 (DC)
50. **Azrael/Ash (DC)**
51. Incredible Hulk '97 (Marvel)
52. Batman: Shadow of the Bat #62 (DC)
53. Nightwing #8 (DC)
54. Astro City (vol. 2) #8 (Image)
55. Batman/Wildcat #2 (DC)
56. **Ka-Zar #1 (Marvel)**
57. Spider-Man/Badrock #1 (Maximum)
58. Catwoman #45 (DC)
59. Robin #41 (DC)
60. The Flash #125 (DC)
61. Spider-Man/Badrock #2 (Maximum)
62. Elektra #7 (Marvel)
63. Spider-Man Unlimited #16 (Marvel)
64. The Tenth #2 (Image)
65. Unknown Soldier #2 (DC)
66. **Savant Garde #1 (Image)**
67. Cyberforce #32 (Image)
68. S. Wars: A New Hope—Spec. Edition #3 (D.H.)
69. Adventures in the DC Universe #1 (DC)
70. Wonder Woman #121 (DC)
71. Untold Tales of Spider-Man #21 (Marvel)
72. The Dreaming #12 (DC)
73. Azrael #29 (DC)
74. Hellshock #3 (Image)
75. The Maxx #29 (Image)
76. Classic S. Wars: H. Solo at Star's End #1 (D.H.)
77. **Suspira: The Great Working #1 (Chaos!)**
78. Silver Surfer #128 (Marvel)
79. WetWorks #27 (Image)
80. Teen Titans #8 (DC)
81. Adventures in the DC Universe #2 (DC)
82. Resurrection Man #1 (DC)
83. **Impulse #25 (DC)**
84. Anarky #1 (DC)
85. Superboy #39 (DC)
86. Aquaman #32 (DC)
87. Daredevil #364 (Marvel)
88. Venom: On Trial #3 (Marvel)
89. Hitman #14 (DC)
90. **Starman #30 (DC)**
91. Shi: Rekishi #2 (Crusade)
92. Bone #28 (Cartoon Books)
93. Chastity #2 (Chaos!)
94. Journey into Mystery #509 (Marvel)
95. Code of Honor #4 (Marvel)
96. Savage Dragon #37 (Image)
97. The Books of Magic #36 (DC)
98. Mars Attacks The Image Universe #4 (Image)
99. **Strangers in Paradise (vol. 3) #5 (Image)**
100. The Books of Faerie #3 (DC)

AT THE TOP:

DC scored extremely well with its latest huge promotion: the much-publicized transformation of Superman into an energy being with a brand-new costume. Not only did the collector's version of the Big Change issue, *Superman* #123, hit #1, but its surrounding issues, *Adventures of Superman* #546, *Action* #733 and *Man of Steel* #67 all made the Top 20, even beating the still-strong *JLA*. Now we'll have to see if this Superexcitement keeps going. Thanks to the steady *Curse*, Spawn has two regular Top 10ers these days, and his upcoming big-screen film and animated series will probably increase both books' sales even more. At the rate she's going (check out her four-point jump this month), Witchblade may become 1997's top-selling heroine; more and more fans are discovering that her solid stories justify her book's heavy hype. While his fellow "Reborn" heroes stayed in the Top 10, Captain America dropped to #15, but his title's new creators, James Robinson and Joe Bennett, should give him a good push.

IN THE MIDDLE:

Many Top Cow fans were willing to try out the company's latest series, Brandon Peterson's *Arcanum*, possibly thinking it'll be the next *Darkness*. Event's four-cover crossover between its new character Painkiller Jane and the Darkness gave the company Top 30 greatness. *Batman vs. Aliens* brought sizable order numbers to Batman, Aliens and Dark Horse—proving you can't go wrong blending a major superhero with a megapopular sci-fi product, especially when you bring in top-name creators like Ron Marz and Bernie Wrightson. Despite its $2.50-a-pop price, Beast's mini-series started out well sales-wise. Frank Miller's *Sin City* returned in successful style; his many fans couldn't wait to read about his new character, Delia. *Preacher* continued its Top 100 rise, as issue #25's jumping-on-point story pulled in some new readers. Retailers knew *Azrael/Ash* would burn up their racks and ordered accordingly, giving both heroes excellent sales figures.

IN THE SECOND HALF:

Marvel, Image, Chaos! and DC each had some good-news chartmakers: Fandom's obviously more than ready for Mark Waid and Andy Kubert's revamp of Ka-Zar, the *WildC.A.T.s* team-book spinoff *Savant Garde* was favorably received, many folks gave the fully painted *Lady Death* spinoff *Suspira* a try, and *Impulse* is winning over new readers and chart-hopping at a fine pace (DC's new promotion of the book has helped). Also, DC's *Starman* stayed on the chart after its February triumph, and Jim Lee's Homage Comics imprint has succeeded in bringing *Strangers in Paradise* to Top 100 Land.

ATTENTION COMIC BOOK RETAILERS:

If you're a retailer who would like to participate in our compiling of the *Wizard* Top 100 (and be a candidate for special prizes), please write to us at the address below.

Top 100 Coordinator
c/o Wizard Press
151 Wells Ave.
Congers, NY 10920-2064
or e-mail us at: **WizardTGTC@aol.com**

ToyFare

THE GUIDE TO COLLECTIBLE TOYS™

Goes monthly in July!

Comin' atcha each and every month with the latest news, action figure previews and the #1 collectible toy price guide on the market today! That and *our* toys talk.

By WIZARD®

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survey: issue 70

QUESTIONS, COMMENTS & CONCERNS

We want to know what you like about this li'l mag of ours. Tell us what you thought about this particular issue of *WIZARD*, what you liked best, and what sucked sour frog-ass. (Use extra paper if you're one of them long-winded types.)

PRICE CHANGES

Are books selling in your area for a lot more or a lot less than *WIZARD* is listing them at? If they are, we wanna know. List any major discrepancies you feel exist in the *WIZARD* price guide. (Use extra paper if necessary.)

Title	Issue #	What it sells for in your area

TOP TEN HOTTEST COMICS

What do you see as the hottest comics among the circle of friends you hang out with? List them below, with the hottest book at the number one slot.

1.
2.
3.
4.
5.
6.
7.
8.
9.
10.

TOP TEN HOTTEST ARTISTS

Who is your favorite comic book artist? Actually, we wanna know who your top 10 favorite artists are. List your favorite artist in the number one slot, followed by your second favorite artist, etc.

1
2
3.
4.
5.
6.
7.
8.
9.
10.

TOP TEN HOTTEST WRITERS

Hang in there, we're almost done. What we need now is the list of your 10 favorite comic book writers. You know the drill: your favorite in pole position, with your second favorite at number two, yadda, yadda, yadda.

1.
2.
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4.
5
6.
7
8
9.
10.

let your voice be heard

WE WANT TO KNOW WHAT YOU THINK

We need your help. Y'see, the only way to keep improving the WIZARD price guide is to keep in touch with the thousands of comic book fans that make this industry what it is. So, we need you to take a couple of minutes and fill out the survey on the left and mail this page to us. And heck, by helping us make a better mag, you'll *get* a better mag! (See? It all works out in the end.) Oh, and feel free to photocopy this page if you don't feel like destroying this issue.

WHO ARE YOU?

Name (please print)

Address

City State

Zip Age

e-mail address (if you got one)

MAIL SURVEY TO:

Jon R. Warren
c/o WIZARD P.G. Surveys
2401 Broad St.
Chattanooga, TN 37408
e-mail: JonRWarren@aol.com

GRADING COMICS BY CONDITION

All prices listed in this guide are for Near Mint (NM) condition.

When your comic isn't Near Mint, you can compute the price based on the percentages shown to the left. Now, keep in mind that one person's Mint is another's Near Mint. And many things can factor into grading a comic's value: its age, the supply and demand for the various grades, retailer location, local availability of a title, its current popularity, and most importantly, what specific condition the comic is in. *"Dammit, Jim, I'm a doctor, not a comic grader!"* Hey, relax. We'll not only show you how to use this price guide, but how to grade your comics too. Just read along and before you know it, you'll be able to dazzle your dates with all sorts of hip comic lingo.

It might help if you grade comics on a 10-point scale, with 10 being perfect and 1 being lousy

MINT (M): An almost perfect 9.8 to 10 on a 10-point scale! *¡Un libro muy guapo!* To be Mint, a comic must appear absolutely like the day it was printed, with no nicks, dings or creases. It's gotta be clean as a whistle. Corners are perfectly sharp without a tear or shred, the colors are crystal clear, the cover gloss is still there and even the friggin' *staples* are perfect Many comics produced today fall short of Mint standards. Remember, no imperfections may be allowed in a Mint comic. Mint comics usually sell for 125 to 150 percent of price guide listings. Comics published after 1970 in Mint condition are closer to the Near Mint price, since many exist in Mint condition.

NEAR MINT (NM): A 9 on a 10-point scale Just a notch or two below perfect. It might appear to be Mint, but upon close inspection, tiny flaws can be detected. The gloss and color are outstanding. Comics in this condition should do any collection proud, unless you're some weird, anal comic perfectionist. All prices in this guide are for Near Mint copies, which are 100 percent of price guide listings.

VERY FINE (VF): A 7 on a scale of 10. This is clean and sharp in every way and at first glance may appear Near Mint. At closer range, however, you'll notice minor signs of use. VF comics are 70 percent of guide listings.

FINE-VERY FINE (FVF): A 6 outta 10. Fine-Very Fine books are above-average, clean, bright copies lacking the crispness associated with VF. Pages may be slightly yellow, but not brown or brittle. Several tiny stress lines along the spine or covers may be expected, and several tiny color flakes are permitted. No subscription creases or spine rolls are allowed in this grade. Corners may be slightly rounded, but exceptional cover gloss remains Fine-Very Fine books go for 50 percent of price guide listings.

FINE (FN): This rates a 5 out of 10 Fine books are slightly better than average with obvious signs of wear, but are still clean and bright without major creasing. Fine books go for 40 percent of price guide listings.

VERY GOOD (VG): A whopping 3 out of 10. Average, at best. Very Good comics appear used, but not abused. They have creases and minor tears. Very Good books go for 15-25 percent of guide listings.

GOOD (G), FAIR (FR) and POOR (P): All are 1 or less out of 10. These books...suck. They are considered below average and heavily worn. These are the comics that have been read and re-read without regard to preservation. Good books go for 10 percent of price guide listings. Fair books can have loose pages or pieces missing from the cover and sell for 3 percent of price guide listings. Poor books can have missing covers, pages, etc. These books are really sorry, and they go for 1 percent of price guide listings.

ABOUT THE PRICE GUIDE

The **WIZARD** guide contains the most accurate and up-to-minute comic book prices available on the planet. To ensure that our values are as timely as possible, we constantly communicate with our ever-expanding network of comic book retailers and regularly send scouts to check prices in stores and at shows throughout the country. Keep in mind that the Price Guide is only a guide; prices may vary depending on the local availability and popularity of a title.

HOW TO USE THE PRICE GUIDE

It's easy, and best of all, you can learn at home. The price guide is arranged alphabetically by title Listings for trade paperbacks, annuals, one-shots and graphic novels are found after the regular listing for a title, and are likewise listed alphabetically When a title has been used several times for different series, like *Legion of Super-Heroes*, we list all series under that title chronologically.

When a book has changed in value since last month's listing, it's shaded by either a red or blue bar If the comic has risen in value, it's marked by a red bar. If it has fallen in value, it's marked by a blue bar. Every new issue and/or title listing is marked by a green bar. A yellow bar indicates an issue that is experiencing heavy market trading activity, but has not changed in value since last issue.

In the example shown below, ***Action Comics #684*** is a comic being listed for the first time, ***Action Comics #267*** has risen since last month, ***Action Comics #661*** has dropped in value since last month, and ***Action Comics #686*** has been selling like ebola infested monkeys without any fluctuation in price (Actually, ebola-infested monkeys probably wouldn't sell very well, so they're a bad example. Let's just say that comics with yellow bars are really hot)

ALPHABETICAL ARRANGEMENT

After skipping articles "A," "An," and "The" at the beginning of a title, alphabetization is word by word, not letter by letter. So, "The Amazing Spider-Man" is listed under "Amazing," and "The Astonishing X-Men" is listed under "Astonishing," "Batman. Sword of Azrael" comes before "Batman: The Animated Movie" because we include the article "The" in alphabetizing when it occurs as an interior part of the title. Using the one-word-at-a-time approach, all titles starting with the word "Blood," including "Blood Syndicate," are used up before we go on to titles such as "Bloodfire/Hellina" and "Bloodshot " Abbreviations such as "Dr " will be found before titles starting with "Dragon" but after titles starting with "Doctor " Numeric titles such as "2099 A D " will be mixed in alphabetically as if the numeral were spelled out as "Two thousand ninety-nine."

PRICING YOUR COMICS

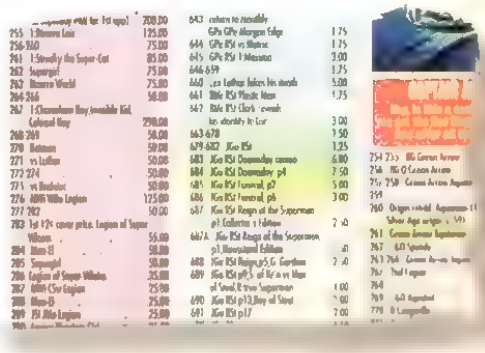
All prices listed in this guide are for Near Mint (NM) condition. When your comic isn't Near Mint, you compute the price based on the percentages shown below. Keep in mind this is only a guide, and percentages can vary depending on several factors, including age, supply and demand for the various grades, retailer location, local availability of a title and its current popularity.

MINT (M) 125-150% of price listed. Comics after 1970 in Mint should be priced at the Near Mint price, since Mint copies are not unusual for comics after 1970.
NEAR MINT (NM) 100% of price listed.
VERY FINE (VF) 70% of price listed (75-80% for pre-1970 books).
FINE-VERY FINE (FVF) 50% of price listed.
FINE (FN) 40% of price listed.
VERY GOOD (VG) 15-25% of price listed.
GOOD (G) 10% of price listed.
FAIR (FR) 3% of price listed.
POOR (P) 1% of price listed.

REFERENCES

❶:	First Appearance of	M:	Married
anniv:	Anniversary issue	O:	Origin
A:	Appearance	p:	part #
B	Begin stories with	PF:	Prestige Format
C	Cameo that pre-dates ❶	Q:	Quits
cvr	Cover	R:	Return of
D:	Death/Destruction of	SC.	Softcover
GN	Graphic Novel	sz:	Size
HC.	Hardcover	TPB:	Trade Paperback
IR:	Identity revealed	w/:	With
J	Joins	w/o:	Without
L.	Last story with		

HERE'S A SAMPLE!



major abbreviations

	James	BPe	Brandon Peterson
MB	Adam Blaustein	BPo	Bob Powell
	Anthony Castillo	BPr	Bruno Premiani
	do Conner	BPu	Brian Pulido
	Anthony Chan	BRa	Barbara Randall
	Alan Davis	BRd	Bradley C. Rader
	Arnold Drake	BRo	Bob Rozakis
	Al Davison	BSe	Bart Sears
AFo	Alan Dean Foster	BSi	Bill Sienkiewicz
	Alex Garner	BSm	Barry Windsor-Smith

ARTISTS & WRITERS

AGd	Alan Gordon	BSt	Beau Smith
AGi	Armando Gil	BTa	Bryan Talbot
AGn	Archie Goodwin	BTi	Bruce Timm
	Alan Grant	BTn	Billy Tan
	Andrew Helfer	BTu	Billy Tucci
	Art Holcomb	BUz	Buzz
	Adam Hughes	BWi	Bob Wiacek
	Andy Kubert	BWl	Bill Willingham
AKp	Alan Kupperberg	BWr	Bernie Wrightson
AKu	Adam Kubert	BWt	Brian Witten
AKw	Alisa Kwitney	CAd	Charlie Adlard
ALa	Andy Lanning	CBa	Cory Bates
AL	Alcatena	CBc	Chris Bachalo
ALp	Aaron Lopresti	CBt	Chris Batista
AMa	Andy Mangels	CCa	Claudio Castellini
	Angus McKie	CC	Chris Claremont
	Ange Medina	CDa	Craig Davidson
	Al Milgrom	CD	Chuck Dixon
AMo	Alan Moore	CDo	Colleen Doran
	Art Nichols	CEz	Carlos Ezquerra
ANo	Ann Nocenti	CGa	Carlos Garzón
	Ange Olivetti	CC	Chas Gillon
	Arnold Pander	CHa	Cully Hamner
	Adam Pollina	CKe	Cam Kennedy
	Arthur Ranson	CLa	Clifford Lawrence
	Alex Ross	CLh	Cortney Lehmkuhl
	Alex Savuk	CMo	Christopher Moeller
ASm	Andy Smith	CN	Cary Nord
ASp	Art Spiegelman	CPa	Carlos Pacheco
ASt	Alec Stevens	CPf	Chuck Pfarrer
ATh	Art Thibert	CPo	Carl Potts
ATo	Alex Toth	CPr	Christopher Priest
AVo	Andrew Vachss	CSp	Chris Sprouse
AWe	Alan Weiss	CSt	Chic Stone
	Al Williamson	CSw	Curt Swan
	Anthony Williams	CTr	Chas Truog
	Andrew Wildman	CUl	Chris Ulm
	Ashley Wood	CVa	Cindy Vance
	Aron Wiesenfeld	CVe	Charles Vess
	Brent Anderson	CWa	Chris Warner
BAu	Brian Augustyn	CWi	Chris Williams (Chriscross)
BBd	Brett Breeding	CWj	Chuck Wojtkiewicz
B	Brian Bieniens	CWl	Chance Wolf
	Brian Bolland	CWo	Chris Wozniak
	Brett Booth	CYa	Chap Yaep
	Bernard Chang	DAL	Dusty Abell
B	Brandon Choi	DAd	Dan Adkins
D	Buzz Dixon	DAm	David Ammerman
D	Ben Dunn	DAr	Darko Macan
BEv	Bill Everett	DAt	Dan Abnett
BHa	Bob Harras	DAv	David Mack
BHe	Ben Herrera	DAy	Dick Ayers
BHi	Bryan Hitch	DBa	Dan Barry
BHl	Bob Hall	DBe	Denis Beauvais
BHo	Bo Hampton	DBk	Darryl Banks
BHt	Brian Holton	DBn	Daniel Brereton
	Bob Haney	DCa	Don Cameron
	Bruce Jones	DCh	Dan Chichester
BKa	Bob Kane	DCl	Daniel Clowes
BKe	Barbara Kesel	DCo	Dave Cockrum
BKr	Barry Kitson	DCp	Dave Cooper
BLa	Bob Layton	DCw	Denys Cowan
BLb	Bill Loebs	DDa	David Day
		DDe	David DeVries
	Bill Mantlo	DDi	Dick Dillin
	Bob McLeod	DDo	Dave Dorman
	Brandon McKinney	DDv	Dan Davis
	Bill Marmon	DDy	Dan Day
	Bernie Mireault	DFe	Duncan Fegredo
	Bill Maus	DFi	Danny Fingeroth
	Brendan McCarthy	DFr	Dan Frogo
	Bret Hartman	DGb	Dave Gibbons
	Brian Murphy	DGi	Dick Giordano
	Brian Patterson	DGr	Derrick Gross

DGs	David Gross	GEs	Gary Erskine
DHa	Drew Hayes	GFa	Glenn Fabry
DHe	Don Heck	GFk	Gary Frank
DHo	Dave Hoover	GFn	George Freeman
DJa	Dennis Janke	GFo	Gardner Fox
DJo	Dave Johnson	GFx	Greg Fox
DJu	Don Jurgens	GGe	Gabe Gecko
DKe	Dale Keown	GGi	Gary Gianni
DLa	Dan Lawlis	GHa	Gene Ha
DLp	David Lapham	GHe	Gilbert Hernandez
DMa	David Mazzucchelli	GIs	Geof Isherwood
DMc	Dwayne McDuffie	GJo	Gerard Jones
DMg	Don McGregor	GKa	Gil Kane
DMi	David Michelinie	GLa	Greg LaRocque
DMk	Dave McKean	GMa	Grant Morrison
DMn	Doug Mahnke	GMr	Gray Morrow
DMo	Doug Moench	GNa	Go Nagai
DMs	Don Mashkin	GNo	Graham Nolan
DMt	Dean Motter	GPe	George Pérez
DMu	Doug Murray	GPu	Gordon Purcell
DNe	Don Newton	GRe	Grey
DOe	Dark One	GTu	George Tuska
DON	Dennis O'Neil	GWr	Gregory Wright
DPa	Don Panosian	HCh	Howard Chaykin
DPe	Don Perlin	HEl	Harlan Ellison
DPo	Doug Potter	HFi	Hart D. Fisher
DQu	David Quinn	HMa	Howard Mackie
DRa	Dave Rawson	HMc	Harvey Mercado-Ocasio
DRb	Derrick Robertson	HPe	Harvey Pekar
DRo	Dave Ross	HPo	Howard Porter
DSi	Dave Sim	HRa	Humberto Ramos
DSl	Dan Slott	HSi	Howard Simpson
DSp	Dan Spiegle	HTr	Herb Trimpe
DSs	Don Simpson	HWe	Howard Weinstein
DSt	Dave Stevens	ICh	Ian Churchill
DTu	Dwayne Turner	IEd	Ian Edginton
DVa	Dan Vado	IKo	Igor Kordey
DVm	Dev Madan	INo	Irv Novick
DWe	David Wenzel	IVe	Ivan Velez Jr
DWl	David Williams	JAb	Jeff Albrecht
EBa	Eduardo Barreto	JAl	Joe Lee
EBe	Ed Benes	JAp	Jim Aparo
EB	Edwin Biukovic	JAr	John Arcudi
EB	E. Nelson Bridwell	JBe	Joe Bennett
ECa	Eddie Campbell	JBg	Jan Bogdanove
ECo	Ernie Colon	JBi	Jerry Bingham
EDo	Evan Dorkin	JBl	Jim Balent
EHo	Ed Hannigan	JBm	John Broome
EHr	Everette Hartsoe	JBo	John Bolton
ELa	Erik Larsen	JBr	June Brigman
ELe	Elaine Lee	JBt	Jeff Butler
ELk	Eric Luke	JBu	John Buscema
ELu	Eric Lustbader	JBy	John Byrne
EMa	Elliot S. Maggin	JBz	Joe Brozowsky
EMr	Esteban Maroto	JCa	Joey Cavalieri
ESh	Eric Shanower	JCd	Joe Chiodo
ESi	Erik Silvestri	JCf	Jim Califiore
ESp	Eric Stephenson	JCg	Johnny Craig
FBr	Frank Brunner	JCp	J. Scott Campbell
FCi	Frank Cirocco	JCs	Jan Childress
FHy	Flint Henry	JCy	John Cleary
FLa	Fabio Laguna	JCz	John Czop
FM	Frank Miller	JDa	Jose Delbo
FN	Fabian Nicieza	JDe	Jamie Delano
FPe	Faye Perozich	JDi	John Dixon
FRa	Francheska	JDm	J.M. DeMatteis
FRo	Frank Robbins	JDo	Julie Doucet
FSp	Frank Springer	JDr	Jan Duursema
FTa	Franas Takenaga	JDu	Jo Duffy
GAm	Gary Amaro	JEs	John Estes
GCh	Gary Cohn	JFl	John Van Fleet
GCo	Gene Colan	JFm	John Francis Moore
GCp	Greg Capullo	JFr	John Freeman
GCy	Gerry Conway	JFr	James Fry III
GDa	Geof Darrow	JGn	Jorge Gonzalez
GDv	Guy Davis	JGo	Joel Goss
GEn	Gerth Eenks	JGu	Jackson Guice
GEr	Gerhard	JHa	Jack C. Harris

JHd	John Dell	JWk	John Watkiss
JHe	Jamie Hewlett	JWo	Jim Woodring
JHi	John Higgins	JWp	Jason Waltrip
JHo	Jon Holdredge	JWt	John Waltrip
JHr	Jaime Hernandez	JZa	Jorge Zaffino
JHu	James Hudnall	JZe	Joe Zabel
JJb	J.J. Birch	JZn	Juan Zannoto
JJe	Jeff Jensen	JZu	Joel Zuluaga
JJm	Joseph A. James	KAl	Kor Altstaetter
JJn	J.B. Jones	KAr	Kevin Altier
JJo	Jeff Johnson	KBa	Kyle Baker
JJs	Jose Justiniano	KBo	Kat Bolinger
JJu	Joe Jusko	KBu	Kurt Busiek
JKi	Jack Kirby	KDe	Kathryn Delaney
JKu	Joe Kubert	KDw	Kieron Dwyer
JLa	Joe R. Lansdale	KEa	Kevin Eastman
JLb	Jeph Loeb	KFu	Kamui Fujiwara
JLe	Jim Lee	KGa	Kerry Gammill
JLi	Joseph Michael Linsner	KGi	Keith Giffen
JLn	John Paul Leon	KHa	Ken Hooper
JLz	Jose Luis Garcia López	KHp	Kevin Hopgood
JMa	Johji Manabe	KH	Kyle Hotz
JMd	Joe Madureira	KJa	Klaus Janson
JMi	Jeff Marrotte	KJo	Kelley Jones
JMk	Joseph M. Monks	KJv	Kirk Jarvinen
JMo	Jim Mooney	KKe	Karl Kesel
JMr	John McCrea	KKo	Kevin Kobasic
JMs	Jeff Matsuda	KLn	Kirk Lindo
JMt	Joe Matt	KLs	Ken Lashley
JMu	Jon J. Muth	KMa	Kevin Maguire
JMy	Jeffrey Moy	KNo	Kevin Newlan
JOb	James O'Barr	KOn	Kevin O'Neil
JOd	Joe Orlando	KOt	Katsuhiro Otomo
JOe	Joe Benitez	KPl	Killian Plunkett
JO	Joe Simon	KPo	Keith Pollard
JOn	James Owen	KPu	Kelley Puckett
JOr	Jerry Ordway	KSc	Kurt Schaffenberger
JOs	John Ostrander	KSl	Ken Steacy
JOw	Jim Owsley	KVh	Kevin VanHook
JPc	James Pascoe	KWe	Kevin West
JPe	Jonathan Peterson	KWi	Kent Williams
JPh	Joe Phillips	KWl	Keith Wilson
JPi	Joe St. Pierre	KWo	Kirk Van Wormer
JPl	Jimmy Palmiotti	KWr	Kate Worley
JPn	Jacob Pander	KYa	Kim Yale
JPo	Jarrod Post	LA	Laura Allred
JPr	Jerry Prosser	LAm	Larry Marder
JPs	Jason Pearson	LDu	Leo Duranona
JQu	Joe Quesada	LEl	Lee Elias
JRa	Jordan Raskin	LHa	Larry Hama
JRb	James Robinson	LHi	Laura Hitchcock
JRe	John Ney Rieber	LHr	Lou Harrison
JRi	John Ridgeway	LJ	Leonardo Jimenez
JRj	John Romita Jr	LKa	Len Kaminski
JRl	John Riley	LKi	Lovern Kindzierski
JRn	Jaxon Renick	LLe	Larry Lieber
JRo	John Romita	LMc	Luke McDonnell
JRs	John Ross	LMd	Lee Moder
JRu	Joe Rubinstein	LMe	Linda Medley
JRv	Judith Reeves Stevens	LMo	Lou Mougin
JRy	John Royle	LMr	Lee Marrs
JRz	John Rozum	LPe	Linda Pendleton
JSa	John Statema	LRo	Jon Roberts
JSb	Jonathan Sibal	LRs	Luke Ross
JSd	Jon Strnad	LSh	Liam Sharp
JSe	Jim Steranko	LSi	Louise Simonson
JSg	Jerry Siegel	LSm	Louis Small Jr.
JSh	Jim Shooter	LSt	Larry Stroman
JSi	Joe Sinnott	LSu	Lee Sullivan
JSm	Jeff Smith	LSz	Len Strazewski
JSn	James T. Sherman	LWa	Lamar Waldron
JSu	Joe Staton	LWe	Len Wein
JSp	Jack Sparling	LWk	Lee Weeks
JSr	Jim Sherman	MAd	Michael Adams
JSs	Javier Saltares	MAh	Marc Hansen
JSt	Jim Starlin	MAl	Michael Allred
JSy	John K. Snyder III	MAn	Murphy Anderson
JTh	Jill Thompson	MAq	Mark Ahlquist
JTm	Joel Thomas	MAt	Matt Broome
JVa	Jim Valentino	MBa	Mark Bagley
JVn	James Vance	MBd	Mark Badger
JWa	John Wagner	MBe	Mike Beachum
JWf	Joe Wolfe	MB	Michael Bair
JWi	J.H. Williams	MBm	Mary Bierbaum

MBo	Mike Baron	MDo	Mike Docherty
MBr	Mark Bright	MDr	Mike Dringenberg
MBu	Mark Buckingham	MDu	Michael Dutkiewicz
MBy	Mitch Byrd	MEg	Marty Egeland
MCa	Marc Campos	MEm	Martin Emond
MCf	Mike Clift	MEr	Marc Erickson
MCg	Michael Cagley	MEu	Michael Eury
MCh	Mark Chiarello	MEv	Mark Evanier
MCr	Mark Crilley	MFa	Mark Farmer
MCl	Manny Clark	MFh	Mike Friedrich
MCn	Mike Collins	MFl	Michael Flescher
MCo	Max Collins	MFo	Maurice Fontenot
MCr	Mike Carlin	MFr	Michael Jan Friedman
MCy	Mike Carey	MGd	Mimi Gold
MDa	Malcolm Davis	MGi	Michael T. Gilbert
MDd	Mike Deodato	MGl	Manny Galan
MDe	Mike Deodato Jr	MGn	Mark Gruenwald
MDf	Mandel Flor	MGo	Michael Golden
MDg	Max Douglas	MGr	Mike Grell
MDi	Mike DiGesu	MGu	Mike Gustovich
MDn	Michael Dooney	MGy	Mick Gray
		MGz	Mike Gonzaga
		MHa	Mike Harris
		MHe	Michael Hernandez
		MHi	Michael Higgins
		MHn	Mark Harrison
		MHo	Matt Howarth
		MHp	Marc Hempel
		MHs	Mike Hessler
		MHw	Matt Hawkins
		MHy	Matt Haley
		MIk	Mike W. Barr
		MIv	Mike Iverson
		MKa	Mike Kanterovich
		MK	Michael Wm. Kaluta
		MKz	Mike Kazaleh
		MLa	Mike D. Lawrence
		MLc	Mike Luckey
		MLe	Mike Leeke
		MLn	Mike Leonard
		MLr	Michael Lark
		MLs	Marty Lasick
		MMa	Mike Mayhew
		MMc	Mike McAvennie
		MMe	Mike S. Miller
		MMh	Michael McMahon
		MMi	Mike Mignola
		MMk	Mike McKone
		MMl	Marc McLaurin
		MMn	Mike Manley
		MMo	Mark Moretti
		MMr	Mark Millar
		MMt	Mary Mitchell
		MMy	Marat Mychaels
		MNa	Mike Nasser
		MNe	Mike Netzer
		MN	Mark A. Nelson
		MNw	Mindy Newell
		MOe	Moebius
		MOs	Mamoru Oshii
		MPa	Martin Pasko
		MPc	Mark Pacella
		MPe	Mark Pennington

MPl	Mike Ploog	PKu	Paul Kupperberg	RSt	Roger Stern	TAk	Tony Akins
MPn	Mark Panaccio	PLa	Peter Laird	RTa	Romeo Tanghal	TAr	Tom Artis
MPo	Martin Powell	PLe	Paul Levitz	RTh	Ray Thomas	TAu	Terry Austin
MPr	Mike Parobeck	PMa	Pablo Marcos	RTl	R.G. Taylor	TBe	Terry Beatty
MRc	Mark Ricketts	PMc	Patrick McEown	RVe	Rick Veitch	TBm	Tom Bierbaum
MRi	Mike Richardson	PMh	Pop Mhan	RVi	Ricardo Villagran	TBr	Tom Brevoort
MRo	Marshall Rogers	PMi	Peter Milligan	RWa	Ron Wagner	TCa	Tony Caputo
MRs	Marshall Ross	PMs	Pat Mills	RWh	Rod Whigham	TCh	Travis Charest
MRu	Melvin Rubi	PNe	Paul Neary	RWi	Ron Wilson	TCk	Tomas Coker
MRy	Matt Ryan	PNo	Phyllis Novin	RWl	Rob Walton	TCo	Terry Collins
MSa	Mike Sagara	PNu	Philip Nutman	RWs	Robert L. Washington III	TCr	Tom Christopher
MSc	Matthias Schultheiss	POd	Peter O'Donnell	SAp	Shea Anton Pensa	TDa	Tony Daniel
MSe	Marie Severin	POl	Pat Olliffe	SAr	Sergio Aragonés	TDe	Tom DeFalco
MSh	Mark Schultz	PPe	Paul Pelletier	SBc	Steve Buccellato	TDg	Todd DeZuga
MSi	Marc Silvestri	PPo	Paul Pope	SBe	Scott Benefiel	TDo	Terry Dodson
MSm	Mark Schmitz	PRe	Pat Redding	SBi	Simon Bisley	TDr	Tom Derenick
MSr	Masamune Shirow	PRi	Pino Rinaldi	SBk	Stan Berkowitz	TDz	Tony DeZuniga
MSs	Mary Skrenes	PRy	Paul Ryan	SBn	Scott Benson	TEe	Trevor Von Eeden
MSt	Mark Stegbauer	PSa	Peter Sanderson	SBs	Stephen Bissette	TEl	Tim Eldred
MTa	Mike Taylor	PSm	Paul Smith	SBt	Steve Butler	TGg	Tom Grindberg
MTe	Mark Texeira	PSn	Peter Snejbjerg	SBu	Sal Buscema	TGr	Tom Grummett
MTh	Mike Thibodeaux	PSt	Peter Stone	SBy	Sarah E. Byam	THa	Tony Harris
MTk	Masashi Tanaka	PTh	Pamela Thibert	SCa	Steven Carr	THl	Ted Halsted
MTn	Mark Tenney	PWi	Paul Wietover	SCh	Sean Chen	TIh	Tatsuya Ishida
MTu	Michael Turner	PWn	Phil Winslade	SCi	SergioAriello	TIs	Tony Isabella
MVe	Mark Verheiden	PZi	Patrick Zircher	SCk	Scott Clark	TJh	Tod Johnson
MVo	Mike Vosburg	RAn	Ross Andru	SCl	Scott Lee	TKa	Terry Kavanagh
MWa	Matt Wagner	RAr	Renato Arlem	SCr	Steve Crespo	TKl	Todd Klein
MWb	Mike W. Barr	RAs	Richard Ashford	SCs	Sandy Carruthers	TKn	Trent Kaniuga
MWd	Mark Waid	RBa	Ricardo Barreto	SDi	Steve Ditko	TKr	Teddy H. Kristiansen
MWe	Matt Webb	RBe	Richard Bennett	SDn	Steve Dillon	TKy	Tom Kyffin
MWh	Mark Wheatley	RBn	Ryan Benjamin	SEa	Scot Eaton	TLa	Terry LaBan
MWi	Mary Wilshire	RBo	Robert Boyd	SEd	Scott Edelman	TLe	Tom Lee
MWo	Mary Wolfman	RBr	Russel Braun	SEl	Steven Ellis	TLu	Tom Luth
MWr	Mike Wieringo	RBu	Rich Buckler	SEn	Steve Englehart	TLy	Tom Lyle
MWv	Michael Weaver	RBw	Robert Brown	SEp	Steve Epting	TMa	Tom Mandrake
MWy	M.C. Wyman	RBy	Reggie Byers	SEr	Steve Erwin	TMc	Todd McFarlane
MZe	Mike Zeck	RCa	Richard Case	SFu	Simon Furman	TMk	Ted McKeever
MZu	Michael Zulli	RCl	Ricky Carralero	SGd	Stan Goldberg	TMo	Tom Morgan
NAb	Nick Abadzis	RCo	Rob Conte	SGe	Steve Gerber	TMr	Terry Moore
NAd	Neal Adams	RCr	Roger Cruz	SGg	Steve Geiger	TMw	Tom McCraw
NBa	Neal Barrett	RDa	Rob Davis	SGl	Sam Glanzman	TNa	Ted Naifeh
NBr	Norm Breyfogle	RDe	Ricardo Delgado	SGn	Sam Grainger	TNg	Takumi Nagayasu
NCa	Nick Cardy	RDm	Rodolfo Damaggio	SGo	Steve Gaupil	TNu	Todd Nauck
NCo	Nancy Collins	REl	Randy Elliott	SGr	Steven Grant	TOc	Thomas O'Connor
NCu	Nicola Cuti	RFl	Robert Fleming	SHa	Sam Harris	TOz	Tayyar Ozkan
NDo	Nigel Dobbyn	RFo	Ron Foster	SHb	S. Clarke Hawbaker	TPe	Tom Peyer
NDw	Norm Dwyer	RFr	Ron Frenz	SHm	Scott Hampton	TRa	Tom Raney
NEl	Nelson	RGa	Ron Garney	SHu	Steven Hughes	TRo	Trina Robbins
NFe	Norman Felchle	RGd	Ruben Gerard	SIm	Stuart Immonen	TRy	Tom Ryder
NGa	Neil Gaiman	RGe	Rick Geary	SJa	Scott Jackson	TSa	Tim Sale
NGi	Noelle Giddings	RGr	Randy Green	SJe	Stuart Jennett	TSg	Tom Smegoski
NHa	Neil Hansen	RGu	Rebecca Guay	SJh	Stewart Johnson	TSh	Terry Shoemaker
NMa	Nathan Massengill	RHd	Rich Hedden	SJn	Sheldon Jones	TSl	Ted Slampyak
NNa	Nick Napolitano	RHe	Russ Heath	SJo	Steve Jones	TSm	Tod Smith
NPa	Nina Paley	RHo	Rick Hoberg	SKi	Sam Kieth	TSu	Tom Sutton
NSh	N. Steven Harris	RHw	Richard Howell	SKo	Scott Kolins	TTe	Ty Templeton
NVi	Nick Vince	RJh	Rob Johnson	SLa	Steve Leialoha	TTi	Terry Tidwell
OCa	Octavio Cariello	RJn	Robert Jones	SLb	Steven Lieber	TTn	Tom Tenney
OIs	Oliver Isabedra	RJo	R.A. Jones	SLe	Stan Lee	TTr	Timothy Truman
OLo	Oscar Gonzalez Loyo	RKa	Robert Kanigher	SLi	Steve Lightle	TTu	Todd Tuttle
OZa	Oscar Zarate	RKy	Rafael Kayanan	SLo	Scott Lobdell	TVe	Tom Veitch
PAl	Patrick Lee	RLa	Robert LaQuinta	SLr	Sal Larroca	TVi	Tim Vigil
PAu	Paul Lee	RLc	Rick Leach	SMa	Shawn Martin/Keough	TWo	Ter S. Wood
PBo	Philip Bond	RLd	Rob Liefeld	SMc	Sean McLaughlin	TYe	Tom Yeates
PBr	Pat Broderick	RLe	Rick Leonardi	SMd	Scott McDaniel	VBr	Vic Bridges
PCh	Paul Chadwick	RLi	Ron Lim	SMi	Steve Miller	VGi	Vince Giarrano
PCo	Pete Constanza	RLo	R.J.M. Lofficier	SMl	Scott McCloud	VLo	Vince Locke
PCr	P. Craig Russell	RLu	Ralph Lumley	SMo	Shelly Moldoff	VMa	Val Mayerik
PCu	Paris Cullins	RLv	Rick Levins	SMs	Shawn McManus	VRu	Vince Russell
PDa	Peter David	RMa	Ralph Macchio	SPa	Steve Parkhouse	VSe	Val Semeiks
PDi	Paul Dini	RMc	Roger McKenzie	SPe	Scott Pentzer	WBa	Wayne Barring
PDo	Peter Doherty	RMi	Russ Manning	SPh	Sean Philips	WEi	Will Eisner
PDn	Paul Donner	RMn	Roland Mann	SPl	Scott Phillips	WEl	Warren Ellis
PDu	Paul Duncan	RMo	Rags Morales	SPr	Stefan Petrucha	WJa	Will Jacobs
PFd	Pedi	RMr	Ray Allan Martinez	SPt	Stephen Platt	WLo	William Messner Loebs
PFe	Pascual Ferry	RMy	Rick Mays	SPu	Steve Pugh	WMr	William Marden
PFo	Pete Ford	RMz	Ron Marz	SRo	Steve Roman	WMc	Walter McDaniel
PGa	Phil Gascone	RN	Rafael Nieves	SRu	Steve Rude	WMo	Win Mortimer
PGi	Peter Gillis	RPc	Richard Pace	SSa	Stan Sakai	WPi	Wendy Pini
PGn	Paul Guinan	RPh	Rob Phipps	SSc	Sean Scaffield	WPt	Warren Pleece
PGo	Peter Gross	RPi	Richard Pini	SSe	Steven T. Seagle	WPo	Whitney Portacio
PGr	Peter Grau	RPk	Rick Parker	SSh	Sean Shaw	WRo	Werner Roth
PGs	Phil Gosier	RPo	Rachel Pollack	SSk	Steve Skeates	WSi	Walt Simonson
PGu	Paul Gulacy	RPr	Richard Piers Rayner	SSr	Steve Skroce	WSm	William Simpson
PHe	Philip Hester	RQu	Randy Queen	SSt	Steve Stern	WVa	Wayne Van Sant
PJe	Paul Jenkins	RRa	Ron Randall	SVa	Steve Vance	WWo	Wally Wood
PJi	Phil Jimenez	RSa	Roger Salick	SVe	Sal Velluto	YGu	Yvel Guichet
PJo	Paul Johnson	RSl	Roger Slifer	SWa	Stan Woch	YLo	Yancey Labat
PKr	Peter Krause	RSr	Randy Stradley	SYe	Steve Yeowell		

CREATOR SPOTLIGHT

Photo: DC Comics

NAME: Howard Porter
FIRST PRO WORK: *Darkstars* #13
CURRENT WORK: *JLA*
DREAM PROJECT: "I'm working on it right now [*JLA*]. I've always wanted to draw the New Gods, and I'm probably doing that around *JLA* #12. But if I was forced to leave *JLA*, I wouldn't mind getting a hold of *The Incredible Hulk*. *Fantastic Four* is cool too."
HOW I BROKE IN... "I started out assisting inkers in the [Connecticut] area where I grew up, like Mike DeCarlo, Frank McLaughlin and Bob Smith. I met Frank first when he was teaching a cartooning class at my college [Thayer College]. I did backgrounds and learned as much as possible from all of them. Through them, I met Ron Garney, and he helped me with my samples, teaching me the fundamentals of penciling and inking. I just kept working on my samples until one day, I snuck into the DC Comics offices and decided to drop my stuff off with different editors. I didn't hear anything for a long, long time. Two days before I got married, I told the people I was doing backgrounds for that I was going to take time off and look for a real job. I felt like I needed something steady, and I had given up on my samples. It had been so long, but two days before [my wedding, DC Editor] Ruben Diaz called and asked me to do a fill-in issue of *Darkstars*. I said yes in a heartbeat, but the sad part is because of a tight deadline, I had to work during my honeymoon."
■ *Matthew Senreich*

the Wizard COMIC Price Guide

ABOMINATIONS
MARVEL (1996)

1 one-shot, "Future Imperfect" sequel $1.50
2-3 1.50

ABSOLUTE VERTIGO
DC COMICS/VERTIGO (1995)

1-SHOT INPUT/BLISS tale; plus samplings of other Vertigo projects; Preacher ... 12.00

ACME NOVELTY LIBRARY
FANTAGRAPHICS (1994)

1 Jimmy Corrigan 6.50
1A 2nd printing 3.95
2 Quimby the Mouse (3rd or tabloid) 4.50
3 digest-size 4.50
3A 2nd printing 4.00
3B 3rd printing 4.00
4 tabloid size, Sparky's Best Comics 5.50
4A 2nd printing 5.00
5-6 4.50
7 7.50
8 ... Jimmy Corrigan 4.30

ACTION COMICS
DC COMICS (1938-CURRENT)

0 (8/94) Post Zero Hour 3.25
1 1st Superman, 1st Lois Lane 175,000.00
2 Origin story p2 Superman not on cover 25,000.00
3 10,000.00
4-5 6,300.00
6 1st Jimmy Olsen 6,500.00
7 2nd Superman cover 10,000.00
8 (1/39) 4,800.00
9 4,800.00
10 3rd Superman cover 5,500.00
11 3,600.00
12 Superman used as cover 2,600.00
13 4th Superman cover 3,900.00
14 Superman used as cover 1,900.00
15 5th Superman cover 3,300.00
16 Begin Superman covers ... through #157 1,900.00
17 6th Superman cover 2,600.00
18 1,500.00
19 Begin Superman covers 2,600.00
20 1st Superman exclusive covers (1/40) 2,000.00
21-22 1,300.00
23 1st Luthor, 1st Daily Planet 6,500.00
24-31 875.00
32 (1/41) 775.00
33 Orig. Jimmy 700.00
34-36 700.00
37 Origin Congo Bill 825.00
38-41 700.00
42 1st Vigilante 1,000.00
43 700.00
44 (1/42) 650.00
45-46 650.00
47 1st Luthor cover 800.00
48-50 650.00
51 1st Prankster 725.00
52 1st Man..., Vigilante 700.00
53-55 650.00
56 (1/43) 500.00
57-63 500.00
64 1st Toyman 575.00
65-67 500.00
68 (1/44) 450.00
69-79 390.00
80 Mr. Mxyztplk (1/45) 650.00
80A Special Edition U.S. Navy giveaway 650.00
81 390.00
81A Special Edition U.S. Navy giveaway 390.00
82 390.00
83 1st Hocus and Pocus 420.00
84 390.00
84A Special Ed. U.S. Navy giveaway 390.00
85-90 390.00
91 390.00
92 (1/46) 350.00
93-98 350.00
99 1st small Superman inset 350.00
100 650.00
101-103 350.00
104 (1/47) 350.00
105-108 320.00
109-114 320.00
115 (1/48) 290.00
117-126 290.00
127 1st Tommy Tomorrow 390.00
128 (1/49) 290.00
129-150 290.00
151-201 260.00
202 1st Code approved issue 260.00
203-240 175.00
241 Batman 200.00
242 1st Brainiac, 1st City of Kandor 1,200.00
243-249 120.00
250 Tommy Tomorrow 125.00
251 L.Tommy Tomorrow 120.00
252 1st Supergirl 1,400.00
253 Supergirl 275.00
254 1st Superman & Bizarro meeting (see Superboy #68 for 1st app) 275.00
255 1st Bizarro Lois 140.00
256-260 80.00
261 1st Streaky the Super Cat 85.00
262 Supergirl 80.00
263 Bizarro World 100.00
264-266 65.00
267 1st Chameleon Boy, 1st Invisible Kid, 1st Colossal Boy 310.00
268-275 65.00
276 Legion, 1st Phantom Girl, 1st Brainiac 5, 1st Bouncing Boy, 1st Shrinking Violet 175.00
277-282 65.00
283 1st 12¢ cover price, Legion of Super Villains 65.00
284 Mon-El 57.00
285 Supergirl 55.00
286 Legion of Super Villains 38.00
287-290 35.00
291 ... 35.00
292 Comet the Superhorse 35.00
293 ... Comet 58.00
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297-299 Mon-El 35.00
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360 80 Pg. Giant #G-45 Supergirl 21.00
361-372 6.00
373 80 Pg. Giant #G-57 Supergirl 22.00
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384-410 5.00
411 ... Eclipso 6.00
412-418 4.00
419 ... 1st Human Target 6.00
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425 NAd ... 16.00
426-436 4.00
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598 JBy, 1st Checkmate 3.00
599 JBy, Metal Men 2.00
600 JBy, GPe 50th Anniv 7.00
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688 JOy ... pt5, Guardian 2.50
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1 AAd, JBy, Batman 7.00
2 JBy, ... Memories 2.50
3 Tie ... Armageddon 2001: Superman becomes President 2.50
4 ... Eclipso: The Darkness Within 2.50
5 Bloodlines pt1, 1st Loose Cannon 2.50
6 Elseworlds story 3.00
7 Year One 4.00
8 "Legends of the Dead Earth" 3.00

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SLAVE LABOR GRAPHICS (1994-CURRENT)

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40 1st Sandman (Wesley Dodds) 25,000.00
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42 Sandman cover & story 3,200.00
43 Sandman story 3,600.00
44 Sandman cover & story 3,200.00
45 1,500.00
46-47 Sandman cover & story 3,300.00
48 1st Hourman 20,000.00
49-50 1,300.00
51 Sandman cover & story 1,900.00
52-54 1,000.00
55-59 975.00
60 Sandman cover & story 1,900.00
61 1st Starman 3,000.00
62-63 1,000.00
64 1st Shining Knight 1,500.00
65 1st ... 975.00
66-68 975.00
69 Sandy new costume, 1st Sandy 1,300.00
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71 1st ... 1,800.00
72 1st Sandman by Simon & Kirby 7,500.00
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91 Last Sandman by Simon & Kirby 900.00
92 Last Manhunter 650.00
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102 Last Sandman, Starman 575.00
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162 320.00
163 Frank Frazetta 390.00
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166 End Shining Knight 320.00
167-168 260.00
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197 (1/54) 230.00
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200 425.00
201-209 300.00
210 1st Krypto 2,600.00
211-213 225.00
214 2nd Krypto 130.00
215-226 190.00
227-246 160.00
247 1st Legion: 1st Cosmic Boy, 1st Lightning Lad, 1st Saturn Girl 4,300.00
248 Silver Age Green Arrow 125.00
249-252 JKu Green Arrow 125.00
253 Superboy meets Robin 150.00
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256 JKu Green Arrow 550.00
257-258 Green Arrow/Aquaman 100.00
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260 1st Silver Age Aquaman, Origin retold Aquaman (1st Silver Age origin 5/59) 600.00
261 Green Arrow, Aquaman 75.00
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267 2nd Legion 450.00
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271 Origin retold Luthor 175.00
272-274 Aquaman 60.00
275 Origin retold Batman/Superman Team 140.00
276-282 60.00
283 1st Phantom Zone 115.00
284 Aquaman 60.00
285 1st Bizarro World 110.00
286 1st Mxyzptlk, Bizarro 110.00
287 1st Bizarro Jimmy Olsen and Perry White 68.00
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291 1st 12¢ cover price issue 48.00
292 1st Bizarro Lana Lang and Lucy Lane 44.00
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Superman's father Clark Kent ... As Clark and Lois probe deeper into the mystery, they discover the Intergang, a criminal organization long thought dead, is back...and with new powers. And, as Intergang reverts under new leadership, we learn Kent's corpse is really that of someone/something called the Slim Man.

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19 Man-Thing ... 9.00
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DC COMICS (1997-CURRENT)
What the whole DC Universe gets done up in animated style! The issue: The JLA! ... 1.75
The Flash ... 1.75

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(1991-1992)
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DC COMICS (1987-CURRENT)
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425 ... new Superman ... 3.00
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463 ... Superman/Flash Race ... 2.50
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73-78 ... 375.00
79 ... 375.00
80-81 ... 350.00
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92 "The Indie Goes South" ... 375.00
93-102 ... 375.00

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73-81 ... 55.00
82 ... 37.00
83-100 ... 37.00
101-117 ... 32.00

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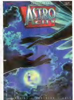

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ASH: THE FIRE WITHIN
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3 ... 3.00
3A ... 3.00

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1A Gold ... 20.00
1B signed & limited edition ... 15.00
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3A variant cover ... 3.50
4 ... 3.00
TPB ... #1-4, plus pin-up gallery ... 12.95

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1A ... 2.50
1B ... edition ... 10.00
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7 ... Doom ... Panther ... 10.00
8 ... Dr. Doom/Ka-Zar ... 10.00
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10 ... Ka-Zar ... 7.00
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2 ... 4.00
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MARVEL (1995)

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1 "The Age of Apocalypse" ... 3.00
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1A ... cover ... 3.00
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8 ... 3.50

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MAXIMUM PRESS (1995-CURRENT)

1-12 anthology series ... 3.00
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see All-American #19 for Golden Age The Atom, see Showcase #34 for Silver Age The Atom

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2 ... 275.00
3 ... Chronos ... 185.00
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7 ... Hawkman app. ... 245.00
8-10 ... 80.00
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21-28 ... 30.00
29 Golden Age Atom ... 130.00
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36 Golden Age Atom ... 40.00
37-38 ... 30.00

becomes Atom and Hawkman

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DC COMICS (1968-1969)

previously The Atom

39-42 ... 25.00
43 ... Gentleman Ghost ... 25.00
44-45 ... 25.00

ATOM SPECIAL
DC COMICS

1 (1993) ... 2.50
2 (1995) ... 3.00

ATOMIC ANGELS
CRUSADE (1996)

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1A ... 5.00
1B ... 5.00
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3-4 ... 3.00

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½ ... 15.00
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1A ... photo cover ... 7.00
1B ... variant ... 30.00
1C ... Gold edition ... 20.00
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3 ... pin-up gallery ... 4.00
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TPB ... 9.95

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2 ... 3.00
2A variant photo cover ... 3.00
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10-11 ... 3.00
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13 ... 2.99

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the Wizard COMIC Price Guide

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X-MAN
MARVEL (1995-CURRENT)
previously Cable
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1A 2nd print 3.00
2 Slo (Ka) deluxe ed., glossy stock 3.50
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Cable picks up again, but the series continues as well
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10 Onslaught [illegible] 3.00
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15 aftermath of battle with Cable 5.50
16 Holocaust & Onslaught 3.50
17 vs. Holocaust; Onslaught, X-Men, & Onslaught 3.00
18 X-Force; Onslaught X-over 2.50
19-24 ... 2.00
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26 ... 2.00
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4 JK/Sta @Scarlet Witch, @Toad, @Quicksilver, @Mastermind 525.00
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11 JK/Sta @Stranger 150.00
12 JK/Sta @Professor X, @Juggernaut 300.00
13 JK/Sta Human Torch 150.00
14 JK/Sta @Sentinels 150.00
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17 JK/Sta Magneto 90.00
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28 WRo RT @Banshee 175.00
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30 Ela RT @Warlock 65.00
31 WRo RT @Cobalt Man 50.00
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36 Ela RT @Mekano (Full) 50.00
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51 JSo ADc @Erik The Red (Cyclops) 40.00
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54 BSm ADc @Alex Summers, @Pharaoh 50.00
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56 NAd RTr Pharaoh now called Living Monolith 50.00
57 NAd RTr Sentinels; L.E. Hare [illegible] 45.00
58 NAd @Alex Summers as Havok 65.00
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135-136 JBy DCr Dark Phoenix 20.00
137 JBy DCr D: Phoenix, dbl-sz. 25.00
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18 B. Caliban vs. [illegible] 3.00

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X-MEN
MARVEL (1991-CURRENT)
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2-3 ... 4.00
4 JLe JBy @ Omega Red, Wolverine back in original costume 5.00
5-6 JLe Sta 4.00
7-10 JLe Sta 4.00
11-24 ... 2.50
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25A Gold version 40.00
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30 AdS PNi W/Scott & Jean; several guest stars w/card sheet 5.50
31 AdS PNi sub. Psylocke story 2.00
32-35 AdS PNi 1.75
36 AdS PNi Generation Next, p2; lead-in to Generation X; foil stamp cover 4.00
36A AdS PNi regular cover 1.50
37 AdS PNi Generation Next; enhanced, prismatic foil-stamped cvr 4.00
37A regular cover edition 1.50
38 AdS PNi Psylocke seeks to regain her powers; deluxe ed. w/glossy stock 2.25
38A reg edition 1.50
39 ... B. Legacy, deluxe edition 2.25
39A reg edition 1.50
40 AKu PNi X-Men need Cable's help; deluxe ed., glossy stock 3.00
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becomes The Amazing X-Men for four issues
42-44 ... 2.00

X-MEN (UNCANNY) #138
The aftermath of Phoenix's death: Cyclops reflecting on the loss of Jean Grey, faced with [illegible] thoughts of what might have been [illegible] Cyclops' [illegible] — [illegible]

we read it for you

X-Men #62
The X-Men and Shang-Chi, the Master of Kung-Fu, team up to find the Elixir Vitae, a mythical potion that can possibly cure the Legacy Virus. Only one thing stands in their way: Sebastian Shaw wants the elixir so that he can protect himself against infection and hold the cure over the heads of others.

IF YOU MISSED...

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50B variant gold-foil cover number (of 4,500) printed in UPC box 60.00
50C [illegible] 5.00
51 [illegible] C.Onslaught 3.00
52 AofA [illegible] C.Onslaught 3.00
53 AofA [illegible] Onslaught (full) 7.00
54 AofA [illegible] Onslaught revealed to be Prof. X 3.50
54A silver cover variant 30.00
54B prismatic foil variant 25.00
55 Onslaught 3.50
56 Will Onslaught triumph? 3.00
57 Operation: Zero Tolerance 3.00
58 Magneto & Gambit feud over Rogue 3.00
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62A Storm/Wolverine cover 3.00
63 3.00
64 2.95

ANNUALS
1 [illegible] w/card 3.25
2 [illegible] w/card 3.00
3 [illegible] Storm to be new White Queen 3.25

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13 [illegible] 1.50
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2 [illegible] 2.00
3-13 1.75
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2-3 1.50
TRADE PAPERBACKS
Vol. 1 reps. X-Men Adv #1-4 4.95
Vol. 2 reps. X-Men Adv #5-8 4.95
Vol. 3 reps. X-Men Adv's [illegible] 5.95
Vol. 4 reprints various story arcs 4.95

X-MEN: ALPHA
MARVEL (1995)
1 BO: "Age of Apocalypse" saga begins; dbl-sz 9.00
1A Gold version 45.00

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MARVEL (1985)
1 PSm CE (signed) 4.50
2 PSm CE (signed) [illegible] 4.00

X-MEN AND THE MICRONAUTS
MARVEL (1984)
1-4 BMc CE 2.00

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MARVEL (1994)
1-4 mini-series rep. first Legion stories, plus UNCANNY [illegible] 2.25

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MARVEL (1995-1996)
1-4 mini-series about Nathan Dayspring, the boy who will become Cable 3.00

X-MEN AT THE STATE FAIR
MARVEL (1983)
1-SHOT Dallas giveaway 25.00

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MARVEL (1995)
1-SHOT portraits of various characters 3.00

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previously X-Men Unlimited
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2 Abattoir, Wolverine 4.00
returns to X-Men Unlimited

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1-2 mini-series 3.00

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MARVEL (1983-1984)
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104 reprints X-Men #200 dbl-sz 2.00
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MARVEL (1996)
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1-SHOT reprints 1st appearance of Wolverine, Rogue, Gambit & Mr. Sinister 5.00

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MARVEL (1997)
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MARVEL (1995)
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X-MEN '96
MARVEL (1996)
1-SHOT 3.00

X-MEN '97
MARVEL (1997)
1-SHOT search for missing Jean Grey 2.99

X-MEN: OMEGA
MARVEL (1995)
1 RB: conclusion to "After Xavier: The Age of Apocalypse" storyline 6.00
1A Gold version/variant cover 45.00

X-MEN PRIME
MARVEL (1995)
1 starting point for all X-title storylines following "Age of Apocalypse" saga; chromium cover; early Onslaught cameos (see panel) 4.00

X-MEN: PRYDE & WISDOM
MARVEL (1996)
1-3 mini-series, Kitty & Pete's adventures 2.00

X-MEN SPOTLIGHT: STARJAMMERS
MARVEL (1990)
1-2 [illegible] Professor X 3.00

X-MEN SURVIVAL GUIDE TO THE MANSION
MARVEL (1993)
SC w/gatefold blueprint 6.95

X-MEN/TEEN TITANS
MARVEL/DC COMICS (1982)
1-SHOT WSi/CE X-Men & Teen Titans vs. Dark Phoenix & Darkseid 20.00

X-MEN: THE EARLY YEARS
MARVEL (1994)
1-17 reprints 1.50

X-MEN: THE RISE OF APOCALYPSE
MARVEL (1996)
1-4 mini-series, Apocalypse's origin 2.00

X-MEN 2099
MARVEL (1993-1996)
1 RLe [illegible] foil cover 2099 4.00
1A gold edition 10.00
2-3 RLe 3.50
4-24 3.00
25 dbl-sz, embossed, foil stamped cvr 4.00
25A regular cover 2.50
26-35 3.00
SPECIAL 1 4.00

X-MEN 2099: OASIS
MARVEL (1996)
1 fully painted by the Hildebrandt Bros. 6.00

X-MEN UNLIMITED
MARVEL (1993-CURRENT)
1 [illegible] 7.00
2 6.00
3 8.00
4 [illegible] between Mystique & Nightcrawler revealed 5.00
5-7 4.00
becomes X-Men Chronicles for two issues
8 4.00
9 Wolverine 4.50
10 dbl-sz; Dark Beast captures Beast 10.00
11 dbl-sz; Rogue and Magneto reunite 10.00
12-14 3.00

X-MEN VS. AVENGERS
MARVEL (1987)
1 [illegible] 4.00
2-4 3.00

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MARVEL (1996)
1-2 Brood assassins target Brood Queen 3.00

X-MEN VS. [illegible]
MARVEL (1993)
1-SHOT reprints X-Men Annual #6 1.75

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MARVEL (199?)
1-SHOT [illegible] & the Inhumans battle Apocalypse 5.00

X-O MANOWAR
ACCLAIM/VALIANT (1992-1996)
0 [illegible] chromium cover 3.00
0A [illegible] Gold version 5.00
1/2 Wizard mail-away offer 5.00
1/2 A Gold version 10.00
1 BWs, SDs [illegible] 9.00
2 [illegible] 7.00
3 [illegible] 7.00
4 [illegible] Shadowman 7.00
5-6 4.50
7-8 4.00
9-12 3.00
13-15 2.50
15A [illegible] 10.00
16-49 2.25
50-X [illegible] 2.25
50-O [illegible] 2.25
51-68 2.00
YEARBOOK 1 [illegible] 5.00
HC [illegible] 17.95
TPB reprints #1-4 [illegible] 9.95
2ND SERIES (1996-CURRENT)
1 [illegible] 2.50
1A variant [illegible] cover 2.50
2-4 [illegible] 2.50
5 2.50

X-O MANOWAR/IRON MAN: HEAVY METAL
ACCLAIM/VALIANT/MARVEL (1996)
1 2-part mini-series; second part is collected under IRON MAN/X-O MANOWAR 2.50

XOMBI
DC COMICS/MILESTONE (1994-1995)
0 [illegible] 2.00
1 [illegible] 1.75
2-13 1.75
14-16 [illegible] "Long Hot Summer" 2.50
17 [illegible] 1.00
18-20 [illegible] 2.50
21 [illegible] 2.50

X-PATROL
AMALGAM (MARVEL/DC) (1996)
1 [illegible] Doomsday 2.00

X.S.E.
MARVEL (1996)
1 mini-series about Bishop and Shard 2.00
1A alternate 6.00
2-4 2.00

X-UNIVERSE
MARVEL (1995)
1 2-part mini-series about non-mutant heroes during "Age of Apocalypse" storyline; foil [illegible] 4.50
2 [illegible] 3.50

YOUNGBLOOD #10 (2ND SERIES)

YOUNGBLOOD
IMAGE/EXTREME (1992-1996)
0 [illegible] 1.00
0A [illegible] 1.00
0B Gold version 10.00
1 [illegible] Youngblood, Chapel, Badrock, Shaft, Die Hard, Vogue, Link, Sentinel, Riptide [illegible] 1.00
1A 2nd print gold border w/o cards 3.00
2 [illegible] Shadowhawk (in preview) [illegible] 3.00
3 [illegible] Supreme 3.00
4 [illegible] Pitt 4.00
5-7 3.00
8 Spawn 3.00
9 A. Spawn 3.00
9A variant [illegible] cover 6.00
10 Spawn 3.00
ASHCAN 1 (signed, limited to 5000) 10.00
ASHCAN 1A (signed, limited to 1,000) 5.00
TPB 1 reps. #1-5, & new stuff 14.95
TPB 2 reps. #6-10, plus TEAM YOUNGBLOOD #9-11 14.95
2ND SERIES (1995-CURRENT)
1-10 2.50
MAXIMUM PRESS/EXTREME
11 2.50
12 [illegible] anniversary issue 3.50
13-15 2.50
SUPER SPECIAL 1 3.00

YOUNGBLOOD CLASSICS
MAXIMUM PRESS/EXTREME (1996-CURRENT)
1 re-presenting YOUNGBLOOD #1, re-written, re-colored, w/extra pages of new art 3.25
9-11 2.50

YOUNGBLOOD STRIKEFILE
IMAGE/EXTREME (1993-1995)
1 [illegible]
1A [illegible]
2-11 [illegible]
MAXIMUM PRESS/EXTREME [illegible]
TPB [illegible]

YOUNGBLOOD/X-FORCE
IMAGE/EXTREME/MARVEL (1996)
1-SHOT [illegible] in the Image Universe 5.00
1-SHOT-A [illegible] variant cover 5.00

YUMMY FUR
VORTEX COMICS (1983-1991)
1 [illegible] 25.00
2-14 10.00
15 3.00
16-24 5.00
DRAWN & QUARTERLY (1991-1995)
25 [illegible] 5.00
26-32 3.00

ZEN, INTERGALACTIC NINJA
ARCHIE
1-4 1.25
ZETTY COMICS/EXPRESS
(1990-1995)
0 [illegible] 4.00
0A [illegible] 2.25
1 [illegible] 3.50
1A [illegible] 2.50
2-5 2.50
6-7 3.00
YEARBOOK 1 [illegible] 3.00
2ND SERIES (1993-CURRENT)
1 [illegible] 2.50
2 [illegible] 5.00
2A [illegible] 2.50
3-5 2.50
TRADE PAPERBACKS
THE [illegible] 6.95
A [illegible] 12.95
SUMMER SPECIAL #1 [illegible] (1993) 7.95

ZERO HOUR: CRISIS IN TIME
DC COMICS (1994)
4 (4-part mini-series numbered 4 to 0) [illegible] 3.00
3 [illegible] 3.00
2 [illegible] 3.00
1 [illegible] 3.00
0 [illegible] 3.00
TPB reps #4-0 [illegible] 9.95
WIZARD [illegible] 1.00

ZORRO
TOPPS (1993-CURRENT)
0 [illegible] 4.50
1 [illegible] 2.50
2 [illegible] 4.00
3 [illegible] Lady Rawhide 16.00
3A [illegible] 15.00
4 [illegible] 2.50
5 [illegible] 2.50
6 [illegible] Lady Rawhide 6.00
7 [illegible] Lady Rawhide 5.00
8 [illegible] 5.00
9 Lady Rawhide 3.00
10 Lady Rawhide 3.50
11 [illegible] 8.50

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ECLIPSE (1984-1991)
1 [illegible] 8.00
2-10 5.00
10 1/2 5.00
11-14 3.00
14 1/2 3.00
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MISC

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Shows & Conventions

These listings are as accurate as we can get 'em, but *Wizard* always recommends phoning ahead before you attend an event—show information sometimes changes after we go to press. With that in mind, it's time for all you comic-hungry hordes to go conventioneering!

CALIFORNIA

MAY 24-25, PASADENA

MAD MODEL PARTY, Pasadena Convention Center, 300 E. Green St. 100 tables @ $260, $10 admission, Sat. 10am-6pm, Sun. 11am-5pm. We feature the best international figure models, statues and collectibles of sci-fi, fantasy, film, anime & horror characters. Special guests include: Clive Barker, Bernie Wrightson, Tim Bradstreet, William Stout, Kelly Freas, John Landis, Bob Burns & more guests to be announced Huge film prop exhibition, dinosaur displays, mega model contest and Q & A sessions with industry pros. For more information contact: Sideshow Inc. @ 800-474-3746.

MAY 31, SAN FRANCISCO

SAN FRANCISCO SPORTS CARD & COMIC BOOK SHOW, Cathedral Hill Hotel, 1101 Van Ness Avenue @ Geary Blvd. 50 tables @ $50 each, $2 admission, 10am-5pm. For more information please contact: Al or Damon Jang @ 415-386-9036.

JUNE 14-15, FRESNO

CENTRAL CALIFORNIA SCI-FI & COMIC SHOW, California State University (Fresno State take Shaw off ramp from Highway 99 go East 10 miles to Shaw and Cedar). Tables available @ $100-$125 each, admission $8 or $10 both days, children under 6 FREE, 10am-7pm both days. Magic & Monopoly Tournaments. Guest speaker Stanton Friedman on Roswell Crash and many others. Comics cards and toys available, call for updates on artists and other added events. Private collectors and first time retailers encouraged to attend. Contact: Dean Allen 209-278-6918 or 209-291-8910, E-mail: deancomx@lightspeed.net.

JULY 17-20, SAN DIEGO

COMIC-CON INTERNATIONAL: San Diego, the premier comic book and popular arts convention in the United States. Partial list of guests to date includes: Brent Anderson, Dick Ayers (AACC), Stephen Bissette, Terry Brooks, Kurt Busiek, Robert Kanigher (Big Five), Peter Kuper, David Lapham, Joseph Michael Linsner, Linda Medley, Win Mortimer, George Pérez, Alex Ross, Robert A. Salvatore (Del Rey), J. Michael Straczynski, Mark Waid, Al Williamson. 250,000 square feet of exhibit space, multi-track programming featuring panels and seminars on a variety of subject dealing with all aspects of comics and the popular arts including; STAR WARS 20TH ANNIVERSARY, A SALUTE TO HORROR COMICS, 100TH ANNIVERSARY OF BRAM STOKER'S DRACULA, and a SALUTE TO INDEPENDENT FILMMAKING and much much more. Convention includes; Independent Press Pavilion, Portfolio Review, Art Shows, Art Auction, Masquerade, Japanese Animation, Games, Films, Eisner Awards and sneak peaks at upcoming Hollywood movies. 36,000 attendees each year can't be wrong. For information write Comic-Con International, P.O Box 128458, San Diego, CA 92112, E-mail cciweb@aol.com or call 619-491-2475. Hotel reservations and travel information 800-COMIC-99

CONNECTICUT

MAY 18, EAST HARTFORD

CONNECTICUT COMIC BOOK CONVENTION (CONNECTICON), East Hartford Elks Hall, 148 Roberts St., exit 58 from I-84 35 8ft. dealer tables @ $40 each, 99 cents admission, 11am-5pm. NE's longest running all comics show with over 20 years in this location and we're monthly in 1997. Featuring Golden age, Silver age & Modern comics, also non-sports cards, Star Wars items, toys, magazines, pulps and other comics collectibles. Guest artists at most shows. For more information & table reservations contact: Hal Kinney, (The Bookie) 206 Burnside Avenue, East Hartford, Connecticut 06108, 860-289-1208 (AFTERNOONS ONLY-EST).

FLORIDA

MAY 17-18, WEST PALM BEACH

COMIC BOOK & CARD COLLECTORS SHOW, 5700 Okeechobee Blvd. (1/4 mile East of the turnpike, exit 99, 3 miles West of I-95, exit 52B) 45 8ft. tables @ $55 each, FREE admission, Sat., 10am-8pm, Sun., 12-5pm. Dealers will be selling comics, toys, nonsports cards, Starting Lineups, etc. For more information or dealer tables contact: Ethie Simmons @ 561-622-6479 or fax 561-627-7510

MAY 18, ORLANDO

COMIC, TOY & COLLECTIBLE SHOW, Clarion Plaza Hotel, 9700 International Dr., (I-4 to exit 29, right on International Drive one mile. 8ft. tables @ $45 each, 6ft tables @ $35 each, booths $110, discounts available for more than one table. $4 admission (with $1 rebate to spend at dealer tables), 10am-4pm. For sale: collectible toys, comics, trains, race cars, Starting Lineup figures, phone cards and more. Featuring guest star Meinhardt Raabe, the Coroner Munchkin from the "Wizard of Oz." Autographs available for a nominal fee. Door prizes. For dealer info please contact: Scott Steinfeld @ 407-239-1892 or Steve Smith @ 407-469-3759

ILLINOIS

MAY 3 & JUNE 7, WAUKEGAN

WAUKEGAN COMIC BOOK & COLLECTIBLE SHOW, American Legion Hall, Homer Dahringer Post #281, 501 Washington Street. 20+ tables @ $30 each or 2 for $50, FREE admission, 10am-3pm. This show is the place for special deals on everything: action figures, Magic and gaming cards, videos, anime, manga and of course comics from the Golden Age to present. We are always ready to buy, trade and sell. The longest running monthly show in the Chicago-Milwaukee area. For more information contact: Jim @ 847-336-9963 or write to PO Box 8822, Waukegan, IL 60079-8822.

MAY 4 & JUNE 1, OAK LAWN

COMICS AND MORE SHOW, Fatima K of C, 5830 W. 95th St. 8ft. tables @ $25 each, $1 admission, 9am-3pm, setup: 8-9am, Free parking. We'll feature toys, comics, sports and non-sport cards, action figures, publications and GAMES STUFF! Contact: John Leary @ 708-423-1758.

MAY 10 & JUNE 7, JOLIET

ALPHA OMEGA CARD, COMIC AND TOY FEST, Holiday Inn, Larkin Ave off Hwy. I-80. 50 dealer tables available @ $35 each or 2 @ $65 or 3 @ $75, $1.50 admission at the door (children 12 and under FREE!!!), 9:30am-3:30pm, dealer setup 7:30am. Featuring 1000's of comics, collectible card games, non-sports cards & toys including: STAR WARS, X-MEN, SPAWN, HOT WHEELS and much more. For more information contact: Tim @ 815-729-4019, 1400 Rock Run, Joliet, IL 60435.

MAY 11, PALATINE

COMIC BOOK & ACTION FIGURE SHOW, Ramada Hotel, Northwest Hwy & Route 53. 55 tables @ $35-$40 each, $2 admission, children under 13 FREE, 9:30am-3pm. We'll feature Comics, Action Figures, Starting Lineups, Collectible Card Games, Star Wars, Star Trek, Spawn, G.I. Joe, Matchbox, Hot Wheels, Non-Sport cards, hard to find items and much, much more. For more information contact: Keith Boyer @ WP Promotions 847-776-0216.

MAY 18, WHEELING

COMIC BOOK & ACTION FIGURE SHOW, Chevy Chase Country Club, 1000 North Milwaukee Ave., 1/2 mile North of Lake-Cook Rd. 60 8ft. tables @ $40 each, $2 admission, children under 13 FREE, 9:30am-3pm. We'll feature Comics, Action Figures, Starting Lineups, Collectible Card Games, Star Wars, Star Trek, Spawn, G.I. Joe, Hot Wheels, Non-Sport cards, hard to find items and much, much more. For more information contact: Keith Boyer @ WP Promotions 847-776-0216.

MAY 18, ITASCA

ALPHA OMEGA CARD, COMIC AND TOY FEST, Nordic Hills Resort (1 block West of Rt. 53 & Rt. 20 intersection on Swift Rd. 60 8ft. dealer tables available @ $35 each or 2 @ $65, $2 admission at the door (children 12 and under FREE), 9:30am-3.30pm, dealer setup 7:30am. Featuring 1000's of comics, Collectible Card Games and toys; including STAR WARS, X-MEN, SPAWN, HOT WHEELS and much more. Included in days event will be a STAR WARS tournament with great prizes. Plenty of open tables for all gamers. This is a great chance for you to buy, sell or trade CCG's such as MAGIC, STAR WARS, RAGE, VAMPIRE, T.E.S. and many more. For more information contact: Tim @ 815-729-4019, 1400 Rock Run, Joliet, IL 60435.

MAY 25 & JUNE 22, ORLAND PARK

COMICS AND MORE SHOW, Civic Center, one block west of LaGrange Rd. at 147th Street. 6ft. tables @ $30 each or 2 @ $55, $1 admission, 9am-3pm, setup: 7:30-9am. We'll feature comics, toys, non-sport and sport cards, memorabilia, action figures plus free open games including Magic and a Star Wars tournament. Contact: John Leary @ 708-423-1758

JUNE 7, SCHAUMBURG

COMIC BOOK & ACTION FIGURE SHOW,

Embassy Suites Hotel between Gulf and Algonquin Rd. on Meachum, 1/2 mile West of I290/355. This show is just down from Woodfield Mall. 30 6ft. tables @ $45 each, $2 admission, 9:30am-3pm, setup: 8-9:30am, FREE Parking. Best comic book show anywhere! We guarantee lots of old comics & toys! Action figures, comics & lots stuff. For more information contact: Jamie @ 630-778-0700 Graham Crackers Comics, 5 East Chicago Ave. Naperville, IL 60540

KENTUCKY

MAY 4, BOWLING GREEN

THE GREAT BOWLING GREEN COMIC BOOK SHOW, Greenwood Executive Inn, I-65 exit 22. 35 tables @ $35 each, $1 admission, 9am-4pm. This will be Kentucky's premiere show with a great selection of Golden age, Silver age, Independents, Japanese animation, original artwork, toys, action figures, Star Wars, Star Trek and X-Files. Guests include: Larry Underwood (Battlecry and Dead Girls), Chuck Angel (Dogs of War#3, Dead Girls), Marc Ballard (Battlecry), Jason Alexander (Dead T.V.), Ben Cocke (Legendlore). MORE GUESTS TO BE ANNOUNCED—call for updates. For more information contact: Comic City @ 615-262-0908

MAY 24, LEXINGTON

THE LEXINGTON COMIC CON (Presented by C.C.S Promotions), Wyndham Gardens Hotel, 1938 Stanton Way, exit 115 New Town Pike. Call for dealer table bookings, $2 admission, 10am-4pm. Lots of Comics, Non-Sports cards, Magic cards, Action Figures, Star Wars, Star Trek and X-Files Collectibles. Buy, Sell, Trade. Door prizes every 30 minutes. For more information contact: Steve Riley @ 423-933-9820

MARYLAND

MAY 25, BALTIMORE

JUBILEE'S COMIC BOOK, TOYS AND NON-SPORTS CARD SHOW, Days Hotel, I-83 exit 17, Timonium. 1 table $60 each, 2 or more $50 each, $3.50 admission, MENTION THIS WIZARD AD and RECEIVE 50 CENTS OFF THE REGULAR PRICE. 10am-4pm Dealers will be selling 1000's of comics of all kinds, non-sports cards, toys and comic book related items. Activities: 1st 25 people in line when the show opens will be admitted for $2, art contest, 1 hour to draw your best picture & cash given away for the best artwork. Door prize drawings. For information or dealer tables contact: Gayle R. Huey @ 301-292-4587 or Fax 301-203-0159 (ASK FOR OUR FREE CONVENTION CALENDAR).

JUNE 8, GLEN BURNIE

JUBILEE'S COMIC BOOK, TOYS AND NON-SPORTS CARD SHOW, Holiday Inn (North) 6323 N. Ritchie Hwy, 695 exit 3A. 1 table $60 each, 2 or more $50 each, $3.50 admission, MENTION THIS WIZARD AD and RECEIVE 50 CENTS OFF THE REGULAR PRICE. 10am-4pm. Dealers will be selling 1000's of comics of all kinds, non-sports cards, toys and comic book related items. Activities: 1st 25 people in line when the show opens will be admitted for $2, art contest, 1 hour to draw your best picture & cash given away for the best artwork. Door prize drawings. For information or dealer tables contact: Gayle R. Huey @ 301-292-4587 or Fax 301-203-0159 (ASK FOR OUR FREE CONVENTION CALENDAR).

MASSACHUSETTS

MAY 18 & JUNE 29, ATTLEBORO

NON SPORT CARD, COMIC, TOY & COLLECTABLE SHOW, South Attleboro Knights of Columbus Hall, 305 Highland Street, from Rt. 95 take Rt. 123 West. 59 tables @ $45 each, $3 admission, children always FREE (Discounts with flyer), 10am-4pm, setup: after 8:30am. Featuring trading cards, comic books, action figures, toys, models, magazines, gaming cards, posters, die cast, antiques, books & audio/video tapes. Hourly raffles, register for FREE door prizes. Contact Harry Martin @ 508-435-7831.

MAY 25, BOSTON

THE NORTHEAST COMICON EXPO, Colonnade Hotel, 120 Huntington Ave, across from the Prudential Center. $5 admission, children under 6 FREE!, 10am-6pm, validated parking. Confirmed guest include: Mike Wieringo (Sensational Spiderman, The Flash, Robin), Ron Garney (Captain America, Silver Surfer) Justiniano (Evil Ernie, Chasity, Lady Death Trading Cards). Celebrating the release of Legionnaires # 50 will be the entire Legionnaires creative team: *Tom McCraw (writer) Jeffrey and Phil Moy (artists) and W.C. Carani (colorist) and more! For table and genera information call 800-888-9051 pin# 6000918 Contact: Shirley Simms, V.P. Exodus Entertainment East. *Appearing courtesy of Exodus Entertainment, West.

JUNE 1, BOSTON

THE BEAN TOWN COMIC CON, Holiday Inn, Brookline 1200 Beacon St. 1 mile from Kenmore Square, B.U. and B.C. 617-277-1200, $3 admission, children under 6 FREE, also if you are accompanied with a member of the opposite sex one of you gets in FREE, 10am-6pm. Come see the biggest selection of Gold and Silver Age and modern comics this area has ever seen along with toys, videos and non sports cards. Dealers will be attending from all over the East Coast including showcase New England, Nostalgic Investments, Tomorrow Treasures, Big Apple Comic Con and many other never seen before in this area. Guests: Wizard Magazine (tentative) and Bill Sarill (founding Father of Comic Restoration) will be giving a free seminar on restoring your comic books. Plus many special guests from the comic art world. For guest list and other information contact: Bechara Maalouf @ Nostalgic Investments 617-984-2006

NEW JERSEY

MAY 3 & MAY 31, SOMERSET

COMIC BOOK MARKETPLACE, Quality Inn, on Easton Ave off exit 6 of Rt. 287. 30 6ft. tables @ $75 each, $3 admission, 10am-4pm. Buy, sell & trade comics from the 1930s to present. Also action figures, Star Wars, non sports cards, comic strips, original comic art and much more!!! Hourly show cash drawings totaling "$200" plus lots of FREE stuff!! For more information call or fax: Ron Jordan @ 908-828-5955

MAY 4 & JUNE 1, BORDENTOWN

COMIC BOOK MARKETPLACE, Days Inn, Rt. 206N off exit 7 of the NJ Turnpike. 30 6ft. tables @ $60 each, $3 admission, 10am-4pm. Buy, sell & trade comics from the 1930s to present. Also action figures, Star Wars, non sports cards, comic strips, original comic art and much more!!! Hourly show cash drawings totaling $200 plus lots of FREE stuff!! For more information call or fax: Ron Jordan @ 908-828-5955.

MAY 11, CLIFTON

CLIFTON COMIC BOOK EXPO, Clifton Recreation Center, 1232 Main Ave., Rt 46 to Piaget Ave. to Main Ave 30 6ft. tables @ $40 each, $2 admission, children under 6 & second parent FREE (free comic with paid admission), 10am-4pm. Comics from Golden Age to present in all price ranges! Usually some action figures and non-sport cards too! Hourly door prizes, two no minimum bid auctions Friendly, reputable dealers. Northern New Jersey's longest running comic book show Mother's Day Special—Every mom gets a $5 merchandise credit! Contact: John Paul of Pug Productions @ 201-783-0608

MAY 17-18, SOUTH PLAINFIELD

THE WORLD OF CARDS & COMICS CONVENTIONS, The Middlesex Mall at Hadley & Stelton Rd., over 69 quality 8ft. tables @ $100 on Saturday, $65 on Sunday or $150 for both days, Free admission, Saturday: 10am-9:30pm, Sunday 11am-5pm Comic books, sport and non-sport cards, supplies, artwork, toys, coins, memorabilia and more at one of New Jersey's longest running shows. Quality dealers selling, buying and trading quality merchandise. Come experience a great show in a great mall. Shop till you drop and not a penny to get in. Visit us once and you'll be back month after month. THANK YOU! Contact: TJ @ 908-968-3886.

MAY 24-25, BORDENTOWN

COMIC BOOK, SPORTS, CARDS & COLLECTIBLES SHOW, Rt. 206 just North of exit 7 of NJ Turnpike $2 admission (includes FREE comic book), 9:30am-3 30pm each day. A big show with lots of comics old & new, non-sports cards, gaming cards, toys, sports cards & collectibles of all types. Saturday meet Neil Vokes (Ninjak, Jurassic Park) & Michael Oeming (Ship of Fools, Ninjak), other guests TBA. Great door prizes & Magic Tournament Sunday ONLY, call for details. This show is an easy drive from anywhere in NJ or PA and well worth it. For more information call 609-448-7585.

MAY 25, WAYNE

WAYNE COMIC BOOK EXPO, Wayne Holiday Inn, Rt. 46 Service Rd, Rt. 23 to Rt. 46 Service Rd. 30 8ft. dealer tables @ $60 each, $2 admission, children under 6 & second parent FREE (free comic book with paid admission), 10am-4pm. Comics from Golden Age to present in all price ranges! Usually some action figures and non-sports cards too! Hourly door prizes, two no minimum bid auctions. Friendly, reputable dealers. Tough trivia questions throughout the day for valuable bonus prizes! Contact: John Paul of Pug Productions @ 201-783-0608.

JUNE 7-8, SECAUCUS

COLLECTIBLES SUPER SHOW, Secaucus Holiday Inn, 300 Plaza Drive. Up to 120 dealer tables $55 per day, $5 admission for adults per day, children under 12 $2.50 per day, early bird admission $10 between 7-9:30am, show 9:30am-3:30pm both days. Large selection of toys, comics, non sports cards Special guests both days from TV, comics and wrestling. Autographs available. For more information or dealer tables call 201-261-8803 or 201-261-4982.

NEW YORK

MAY 17, NEW YORK

COMIC BOOK SHOW, New Yorker Hotel, 34th St. & 7th Ave., (2 blocks from Penn Station and Madison Square Garden in Midtown

Manhattan) 50 tables, $4 admission, 10am-5pm. The longest running comic book show in New York (14 YEARS). Featuring the area's best vendors of Modern, Silver and Golden-Age Comics, Toys, Non-Sport Cards, etc. This month's exhibitor guest of honor: Bechara Maalouf in person! Comic book professionals: Manon Kelley (Model of Vampire from Brainstorm Comics), Dan Parsons (Creator of Harpy from Ground Zero Comics), and David Gross (Publisher of Infinity Card Company). FREE CARD GIVEAWAYS. Next date: Sunday, June 22. Contact: Fred Greenberg Conventions @ (908) 788-6845

JUNE 6-7, NEW YORK

THE BIG APPLE COMIC BOOK & TOY CONVENTION, St Paul's Church Auditorium, 9th Ave. between 59th & 60th Street. $5 admission, Fri. 12-8pm, Sat. 10am-6pm. Top dealers buying & selling Gold, Silver & Modern comic books, toys, videos & non-sports cards. Special guests: Dark Horse Comics, Top Dark Horse Creators, Todd McFarlane Productions & McFarlane Toys (Tentative), Al Simmons a.k.a. Spawn (Tentative), Top Spawn creators, Combo magazine (Tentative), panel discussions, creative workshops & more! Over 50 comic professionals, tons of giveaways & raffles. For fan & dealer info and to get on our mailing list write or call: Big Apple Conventions Inc. 67-53 Woodhaven Blvd. Suite 102, Rego Park, NY 11374. Hotline 718-275-1567, check out our Website: www.digdomdes.com/bigapple.

JUNE 7-8, NEW YORK

COMIC BOOK EXTRAVAGANZA & THE NEW YORK TOY FESTIVAL, Marriot East, 525 Lexington Ave. 49th St. $10 admission a day or $15 for 2 day pass, Sat. 10am-5pm, Sun. 10am-4pm. It's intensity in the city with two BLOCKBUSTER shows in one! THE COMIC BOOK EXTRAVAGANZA tag teams with the NEW YORK TOY FESTIVAL into one super summer spectacular!! It's pure pandemonium with two exciting collector conventions for the price of one. The EXTRAVAGANZA has the cream of the crop with thousands of cool Golden, Silver & Modern Age comics, priceless Trading cards and the hottest collectibles! The groovy gang from WIZARD magazine is in the house to meet you. Our surprise MYSTERY ARTISTS will rock your world. The TOY FESTIVAL will shower you in fantastic plastic. Its ACTION FIGURES galore with a gazillion mind-boggling toys! Can't find that hard-to find, pulled-your-hair-out-looking-for Superhero doll? Then flip your atomic boosters on, and set your site for this incomparable convention. Your friends from TOY BIZ will be previewing the latest & greatest Marvel Super-Hero figures. Get your rear in gear for the great giveaways from Toy Biz, McFarlane Toys, Playmates, Kenner, Ban Dai & more!! HEY WE'RE OPENIN' UP A WHOLE KEG OF COMIC & TOY EXCITEMENT AND SERVIN' IT TO EVERYBODY!!! Be part of convention history as we rewrite the book. The COMIC BOOK EXTRAVAGANZA & THE NEW YORK TOY FESTIVAL are the premier showcases for collectors in New York City! Want more details?...then get on the blower and call the info hotline right now! For more information contact: MadMax Gottfried @ 718-441-9868 Monday-Saturday 9am-7pm ONLY.

NORTH CAROLINA

JUNE 13-15, CHARLOTTE

HEROES CONVENTION '97, Charlotte Convention Center, 501 S. College St. in Uptown Charlotte. 120 booths available starting @ $500, $10 daily admission, $20 three-day pass, Father's Day specials for Dad! Children 10 & under FREE, Fri. 12noon-7pm, Sat. 10am-6pm & Sun. 11am-6pm. Host Hotel is The Westin Hotel located across the street from the center at 222 East Third St. The HeroesCon special rate is $99, call the Westin @ 800-228-3000 or 704-377-1500 for reservations. Tons of Freebies like comic books, cards & stuff! Present this ad to be entered into special drawing for FREE Wizard Ace Editions, plus cool door prizes every hour! Attending Professional artists include: Neil Gaiman (Mr Gaiman's appearance, including his Saturday night Guardian Angel Tour reading, benefits the Comic Book Legal Defense Fund); Top Cow creators: Marc Silvestri & Batt (The Darkness), Michael Turner & D-Tron, David Wohl & Christine Z (Witchblade), David Finch, Billy Tan; George Pérez (debuting his creator-owned title Crimson Plague with a HeroesCon Exclusive variant and raffle to win a Perez/Smith original painting); Joe Quesada & Jimmy Palmiotti (Ash); Strangers in Paradise creator Terry Moore; THB creator Paul Pope. Today's top creators Richard Case, Amanda Conner, Steve Epting, Jose Luis Garcia-Lopez, Jackson Guice, Adam Hughes, Casey Jones, David Mack, Pop Mhan, Jason Pearson, Louise Simonson, Walter Simonson, Brian Stelfreeze, Mark Texeira, Billy Tucci (Shi), Charles Vess, Mark Waid & Mike Wieringo; Golden & Silver Age greats Murphy Anderson, Dick Ayers, Nick Cardy, Irwin Hasen, Sheldon Moldoff, Julius Schwartz, Joe Sinnott and Chic Stone plus literally hundreds more to be announced Attending publishers include: Chaos, Coppervale, Crusade, DC Comics, Decipher, Event Comics, Jack Kirby Collector, Krause Publications, Marvel Comics, Top Cow & more! Magic the Gathering, Star Wars, Battletech, Legend of the Five Rings, Overpower Tournaments & more. Quick-Draw art contests, portfolio reviews by professionals, panel discussions and workshops, charity auction and of course, Thousands of Gold, Silver & Modern Age Comic Books/CCG's/Toys/Cards and collectibles to add to your collection! Be part of the biggest and best loved comic show in the South! Sponsored by Heroes Aren't Hard to Find, PO Box 9181, Charlotte, NC 28299. Contact: H. Shelton Drum @ 704-375-7463, fax 704-375-7464, E-mail shelton@heroesonline.com., visit us on the web @ www.heroesonline.com

OHIO

MAY 18, CANTON

CANTON COMIC BOOK & NON SPORT CARD CONVENTION, Sheraton Inn, I-77 at exit 109 (Everhard Rd), off Dressler 28 tables @ $45 each in ADVANCE, $2 admission, children 6 & under FREE, 10am-4pm. Free comic to 1st 25 attendees. Hourly door prizes, Magic cards, action figures, non sport cards and sci-fi collectibles. For more information please contact: Jeff Harper @ 330-499-6056 or E-mail: JeffHarpro@aol.com.

MAY 18 & JUNE 29, DAYTON

JUBILEE'S COMIC BOOK, TOYS AND NON-SPORTS CARD SHOW, Holiday Inn (Dayton Mall), I-75 exit 44, Miamisburg. 1 table @ $60 each, 2 or more @ $50 each, $3.50 admission, MENTION THIS WIZARD AD and RECEIVE 50 CENTS OFF THE REGULAR PRICE, 10am-4pm. Dealers will be selling old and new comics, non-sports cards, toys and comic book related items. Activities: 1st 25 people in line when show opens will be admitted for $2. Art contest: 1 hour to draw your best picture & cash given away for best artwork. Door prizes. For information or dealer tables contact: Gayle R. Huey @ 301-292-4587 or Fax 301-203-0159 (ASK FOR OUR FREE CONVENTION CALENDAR).

JUNE 1, COLUMBUS

JUBILEE'S COMIC BOOK, TOYS AND NON-SPORTS CARD SHOW, Holiday Inn (East), I-70 & Hamilton Road, exit 107. 1 table @ $60 each, 2 or more @ $50 each, $3.50 admission, MENTION THIS WIZARD AD and RECEIVE 50 CENTS OFF THE REGULAR PRICE, 10am-4pm. Dealers will be selling old and new comics, non-sports cards, toys and comic book related items. Activities: 1st 25 people in line when show opens will be admitted for $2. Art contest: 1 hour to draw your best picture & cash given away for best artwork. Door prize drawings. For information or dealer tables contact: Gayle R. Huey @ 301-292-4587 or Fax 301-203-0159 (ASK FOR OUR FREE CONVENTION CALENDAR).

JUNE 8, ST. CLAIRSVILLE

OHIO VALLEY COMIC BOOK CONVENTION, Days Inn, I-70 at exit 220 (2 miles West of Wheeling, WV). 28 tables @ $45 each in ADVANCE, $2 admission, children 6 & under FREE, 10am-4pm. Free comic to 1st 25 attendees. Hourly door prizes, sci-fi collectibles, Magic cards, action figures and non sport cards. For more information please contact: Jeff Harper @ 330-499-6056 or E-mail: JeffHarpro@aol.com.

OKLAHOMA

MAY 3, OKLAHOMA CITY

COM-X-CON COMICS & TOY SHOW, Days Inn South, 2616 S. I-35. 6' x 30" tables, 1 table @ $50 each, 2 @ $85, 3 @ $115 & $35 for each additional, $2 admission, 10am-5pm, setup 8am-10am The South's finest dealers...1,000's of comics (new, Silver, Gold) Action Figures...Star Wars...Star Trek...X-Men...Batman...Spawn...Non Sports Cards...Hot Wheels...Starting Lineups and more. For more information contact Cecil Johnson, Comic World Promotions @ 501-794-2342. Come by and see us for a great time!!!

PENNSYLVANIA

MAY 4, PHILADELPHIA

PHILADELPHIA COMIC-CON, Holiday Inn, 10th and Packer Ave. (exit 46 off I-76 or exit 15 off I-95; from New Jersey take the Walt Whitman Bridge, then the second exit which is exit 46) 50 tables @ $60 each, 2 @ $100 or 3 @ $140, $3.00 admission (mention this Wizard ad for $1 off anyone in your party!), 10am-4pm. Philadelphia's best comic, card, video, toy convention is now back and bigger than ever! We moved to a larger facility with plenty of FREE PARKING for everybody! Come meet special guests and the areas best dealers from five states. Plus $150 in show cash will be given away throughout the day and the first 200 paid admissions get 3 free comics! Our dealers sell, trade and buy comics, non-sport cards, action figures, toys and videos from the 1940s to present day. Our special guests are Aaron McClellan (Action Planet Comics and Gene Rodenberry's Lost Universe) and Dan Parsons (Harpy, Crystal Breeze, Aetos). More guests to be announced, so call our hotline the weekend of the show for the latest update. Contact: Derek Woywood of Collectors Comics @ 609-782-0817.

MAY 25, ERIE

THE ERIE COMIC CON, Holiday Inn on State St. off Rt. 90 at exit 7. $2 admission, 10am-

4pm. New dealers to the area carrying current, Silver and Golden Age comics. Also being displayed are the most current and hard to find action figures and gaming cards. Free giveaways from DC Comics, Crusade Comics, Razor Comics, Image Comics, Top Cards and much more. Meet special guest artist John Totleben (formerly of DC's Swamp Thing). Special prizes for the first 100 people through the door along with hourly door prizes. Call Chautauqua Comics @ 716-484-9631 for more information.

SOUTH CAROLINA

MAY 17, GREENVILLE

COMIC BOOK & SPORTSCARD SHOW, Comfort Inn, Mauldin Rd., I-85 exit 46. 28 tables @ $42 each, $1 admission, children 50 cents (under 6 FREE), 10am-5pm. Comic books, sports and non-sports cards, toys, Starting Lineups plus much more. Door prizes including Wizard cards, sport card packs and a Witchblade #1. For more information please contact: Bob Waldrop @ 864-963-9185, Tom Waldrop @ 864-244-7424 or Rick Fortenberry @ 704-525-9664. DON'T MISS THIS GREAT SHOW—PLEASE COME.

TENNESSEE

MAY 17, KNOXVILLE

THE KNOXVILLE COMIC CON (Presented by C.C.S Promotions), Ramada Inn, Cedar Bluff Rd. Call for dealer table booking, $2 admission, 10am-4pm. Lots of Comics, Non-Sports cards, Magic cards, Action Figures, Star Wars, Star Trek and X-Files Collectibles. Buy, Sell, Trade. Door prizes every 30 minutes. For more information contact: Steve Riley @ 423-933-9820.

MAY 24, MEMPHIS

COM-X-CON COMICS & TOY SHOW, Holiday Inn, 1441 E. Brooks Rd. 6' x 30" tables, 1 table @ $50 each, 2 @ $85, 3 @ $115 & $35 for each additional, $2 admission, 10am-5pm, setup 8am-10am. The South's finest dealer...1,000's of comics (new, Silver, Gold) Action Figures...Star Wars...Star Trek...X-Men...Batman...Spawn...Non Sports Cards...Hot Wheels...Starting Lineups and more. For more information contact Cecil Johnson, Comic World Promotions @ 501-794-2342. Come by and see us for a great time!!!

TEXAS

MAY 4, ARLINGTON

COM-X-CON COMICS & TOY SHOW, Marriot Hotel, I-30 & Ballpark Way 6' x 30" tables, 1 table @ $50 each, 2 @ $85, 3 @ $115 & $35 for each additional, $2 admission, 10am-5pm, setup 8am-10am. The South's finest dealers.....1,000's of comics (new, Silver, Gold) Action Figures... Star Wars.. Star Trek... X-Men... Batman... Spawn.. Non Sports Cards... Hot Wheels... Starting Lineups and more. For more information contact Cecil Johnson, Comic World Promotions @ 501-794-2342. Come by and see us for a great time!!!

MAY 4 & JUNE 1, AUSTIN

SPORTS CARD, COMIC BOOK, TOY and COLLECTIBLE SHOW, Holiday Inn South, IH-35 @ Woodward exit. 30 tables; $40 for 1, $75 for 2 or $100 for 3, $2 admission, 10am-5pm. Come out and bring your collections, meet other collectors and dealers. $50 spending spree given away @ 12pm, 2pm & 4pm. At 4:30, a door prize drawing for a free table at the next show will be held, everyone is eligible. For more information contact: Paperworks @ 512-442-8876.

MAY 18, AUSTIN

SPORTS CARD, COMIC BOOK, TOY and COLLECTIBLE SHOW, Four Points Sheraton, IH-35 @ Highway 183 exit. 30 tables; $40 for 1, $75 for 2 or $100 for 3, $2 admission, 10am-5pm. Come out and bring your collections, meet other collectors and dealers. $50 spending spree given away @ 12pm, 2pm & 4pm. At 4:30, a door prize drawing for a free table at the next show will be held, everyone is eligible. For more information contact: Paperworks @ 512-442-8876.

MAY 18, HOUSTON

CARNIVAL PROMOTIONS PRESENTS...Medallion Hotel, 3000 North Loop West. 50 tables, $4 admission for adults, $2 for children 14 and under, 11am-4:30pm. New & old comics, toys, Star Wars, Star Trek, gaming cards, sports cards, Barbie, Hotwheels and more. Great selection of collectibles and a lot of new dealers too! Door prizes all day and other giveaways. Free autographs. Come join the fun and bring the whole family! Call our 24 hour Hotline for guest and other info @ 281-335-SHOW (7469). Dealers call DJ at Carnival Promotions 281-335-0148 for table information.

JUNE 15, TYLER

EAST TEXAS TOY SHOW, Holiday Inn on Troup Hwy. Call for table availability. $3 admission, 10am-5pm. Action figures, comics, sports cards, Barbie, Star Wars, Star Trek, Hot Wheels, GI Joe, Diecast, Model kits, SLU, etc. Door prizes. For more information call 903-675-4670 or E-mail: TIPTOY@AOL.COM.

VIRGINIA

MAY 17 & 18, VIRGINIA BEACH

VIRGINIA BEACH COLLECTORS MART, Pembroke Mall, intersection of Independence Blvd. & VA Beach Blvd. 100 tables @ $110-$130 each, FREE admission, Sat. 10am-9pm, Sun. 12:30-5:30pm. Featuring comics, cards, racing & toys. For more information contact: Mark @ 757-486-5870

JUNE 8, MCLEAN

CAPITAL ASSOCIATES' TYSONS CORNER MONTHLY COMIC BOOK AND TRADING CARD SHOW, Tysons Corner Westpark Hotel, 8401 Westpark Drive, take exit 10 (Route 7 West) off I-495, 1/2 mile West on Route 7 and the hotel is on the right, just past Route 7 and Route 123 intersection, 703-734-2800. 90 tables @ $65 1st table, $60 2nd table, $55 each additional table, $2 admission, children under 5 FREE, 10am-4pm. Guests: Call for updated list! Contact: Jeffrey Scott Rocen @ 703-912-1993

WASHINGTON

JUNE 1, SEATTLE

SEATTLE COM-CARD CONVENTION #23, Seattle Center Exhibition Hall, 301 Mercer St. 175 8ft. tables @ $85 each, $5 admission or $4 with canned food donated for North West Harvest, 10am-5pm. Special guests include: SHELDON MOLDOFF (Golden Age Artist: Sensation Comics, Detective Comics, Batman), BORIS VALLEJO (Fantasy Artist), JULIE BELL (Fantasy Artist), HUMBERTO RAMOS (Artist: DV8, GEN13, Impulse, X-Nation 2099). RON LIM (Artist: Sovereign Seven, Silver Surfer, X-Men 2099, Captain America), JOE BENITEZ (Artist: Weapon Zero, Cyblade Special, Code Name: Stryke Force), DAVID WOHL (Writer: Witchblade, Rip Claw, Code Name: Stryke Force), JEFF MARIOTTE (Writer: Hazard, DEFCON #4, Storm Watch). Comics: Golden age, Silver & Present. Artwork, games, trading cards, Magic, action figures, toys, Star Wars collectibles, movie memorabilia & other collectibles. For more information contact: Steve Miner @ 206-774-1781 or write PO Box 55853, Seattle, WA 98155.

WEST VIRGINIA

JUNE 1, CHARLESTON

WEST VIRGINIA COMIC BOOK CONVENTION, Holiday Inn-Charleston House, 600 Kanawha Blvd., (off I-64) downtown Charleston. 30 tables @ $40 each in ADVANCE, $2 admission, children 6 & under FREE, 10am-4pm. Free comic to 1st 25 attendees Hourly door prizes, Magic cards, action figures, non sport cards and sci-fi collectibles. For more information please contact: Jeff Harper @ 330-499-6056 or E-mail: JeffHarpro@aol.com.

Places to Go

[You're used to seeing Shows and Conventions listed here, but now WIZARD will provide you with other locations where you can find comic related items. WIZARD recommends phoning ahead before you seek out any of these locations—because sometimes stuff happens before we go to press And so my friends, we bid you all adios and happy huntin'!!!]

NEW JERSEY

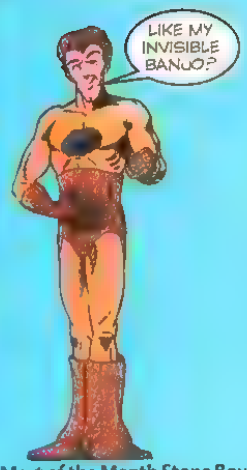
HACKETTSTOWN

COLLECTIBLE CARDS, GAMES & COMICS. 106 Mountain Ave., Hackettstown, NJ 07840 (908) 813-3262. New comics come bagged and boarded. Huge selection of comics at very low prices. Now buy five specially priced comics & get one Free. We specialize in independents. Also silver age, other vintage comics and supplies. Many Star Wars and comic related collectibles. Unbeatable prices on all Magic: The Gathering items Magic Tournaments every Thursday night. Star Wars card games always in stock. Many other games available along with a large selection of sports and non sports cards. Expect big discounts on everything.

If you'd like to use Wizard's magic to help advertise your comic book event or retail location, call Karen Evora at (914) 268-3907. Remember we do not list comic book pricing or 900#.

BULL PEN

games, puzzles and stuff that'll tickle your funnybone while the bullets and smoke and bombs



Former Mort of the Month Stone Boy welcomes you to the Miscellaneous *Wizard* Fun Section

C.B.I.Q.

comic book intelligence quotient

It's time once again to rate your mental abilities, using what we affectionately call the "CBIQ." We will now compare your mental strength against lame modes of superhero transportation. The better you do, the more likely you'd rather have your parents drop you off than ride in one of these nuclear-powered deathtraps.

Score	Rank
0-4	**Fantasticar:** A convertible... in New York?!?
5-14	**Pogoplane:** Another Fantastic Four vehicle, the Pogoplane struck fear into the hearts of evildoers everywhere with its pogo-cannon and...uh, pogo-guns. Or something.
15-19	**Spider-Mobile:** Also called the "Spider-Buggy." Also called "ass."
20	**Whiz Wagon:** No wonder the Guardian's trunks are yellow.

1. Besides the fact that he's a mutant freak, what's unique about Wolverine's foe, Dirtnap?
A) He must be in physical contact with the Earth at all times.
B) He can transform himself into a choking cloud of dirt.
C) Every time he dies, he comes back to life manifesting a different mutant power.
D) He's a rat with a smiley-face painted on his butt.

2. After Keystone City recently just plain kicked the Flash out, he took up a job as protector of:
A) Salem, Mass.
B) Santa Marta, Calif.
C) Seattle, Wash.
D) New York City

3. What was the name of the bounty hunter that nearly busted Han Solo at the cantina in Mos Eisley?
A) Boba Fett
B) Figrin D'an
C) Greedo
D) Snaggletooth

4. When Lock-Up had Robin...uh, locked up in his basement, who were the Boy Wonder's jailmates?
A) Poison Ivy and the Scarecrow
B) Two-Face and Killer Moth
C) Croc and Clayface
D) The Menendez brothers, who the Boy Wonder slapped and told to stop crying already

5. It took long enough, but we finally found out the secret identity of the first Hobgoblin. He is...
A) Jason Macendale.
B) Ned Leeds.
C) Roderick Kingsley.
D) Ummm...the correct answer to this thing is "C," and if you're thinking, "Roderick Kingsley? Who the hell is *Roderick Kingsley?!?*", you ain't alone. Sheesh, talk about anticlimactic

6. When the JLA fought the Hyperclan, what revelation came out of the furious fracas?
A) The Hyperclan turned out to be brainwashed former members of the JLA.
B) The Hyperclan turned out to be Martians bent on invading Earth.
C) The Hyperclan were actually the JLA of an alternate reality.
D) The Hyperclan liked corn.

7. What was the name of Kitty Pryde's dance instructor?
A) Lorna Dane
B) Stevie Hunter
C) Wanda Maximoff
D) Dian Belmont

8. What's the name of the part of Astro City that never sees sunlight, due to Mount Kirby blocking out the sun's rays?
A) Shadow Hill
B) Dark Commons
C) Eclipse Park
D) Pastyville, the chief importer of vitamin-D this side of Seattle

9. Which Green Lantern used Sinestro's yellow power ring for a time?
A) Guy Gardner
B) Hal Jordan
C) John Stewart
D) Kyle Rayner

10. Which of the following identities has Steve Rogers never gone by?
A) the Captain
B) Nomad
C) USAgent
D) Cap-Wolf

11. Chance Falconer's (y'know, of *Leave it to Chance*) pet dragon was named...
A) Lockheed
B) Puff.
C) Ellegon.
D) St. George.

12. Moira MacTaggart's reality-altering, mutant-freak son is:
A) Proteus.
B) Mimic
C) Changeling.
D) Carl.

13. How is the power of the Darkness passed on?
A) when the current wielder of the Darkness dies
B) in a yearly tournament where all those who believe themselves worthy battle to the death, and the victor claims the power until the next contest
C) at the moment of conception, but it lays dormant until the child turns 21
D) a suppository

14. When everybody in the Legion of Super-Heroes thought she was dead, just where was that intangible lass, Apparition, hiding out?
A) inside the Emerald Eye
B) The Phantom Zone
C) She was in the body of Ultra Boy. (Yowza!)
D) In one of them Darkness-suppositories. Yeesh, somebody get her a moist towelette.

15. Who did Robin recently "team up with" to catch Slyfox?
A) The Spoiler
B) Alfred
C) Roy Raymond, Jr., Manstalker
D) Wildcat

16. Which actual supervillain team has the Rhino never been a part of?
A) Sinister Syndicate
B) Masters of Evil
C) Emissaries of Evil
D) A.S.S. G.O.B.L.I.N.S. (Alliance of Subversive Soldiers Gesturing Obscenely By Licking Immigrant Navels Savagely)

17. What did J. Jonah Jameson's son John do for a living before he became a security guard at a mental institution?
A) He was a scientist at a top-secret government installation.
B) He was a police officer for the NYPD.
C) He was an astronaut for NASA.
D) He mooched money off his old man and lived in JJJ's basement watching old "Star Trek" episodes on tape and playing *Magic: The Gathering*.

18. What disease is causing Superman's boss, Perry White, to miss so many days at the *Planet*?
A) the clench
B) AIDS
C) cancer
D) The Hershey squirts. Whew, that guy goes through Big Boy Depends like nobody's business.

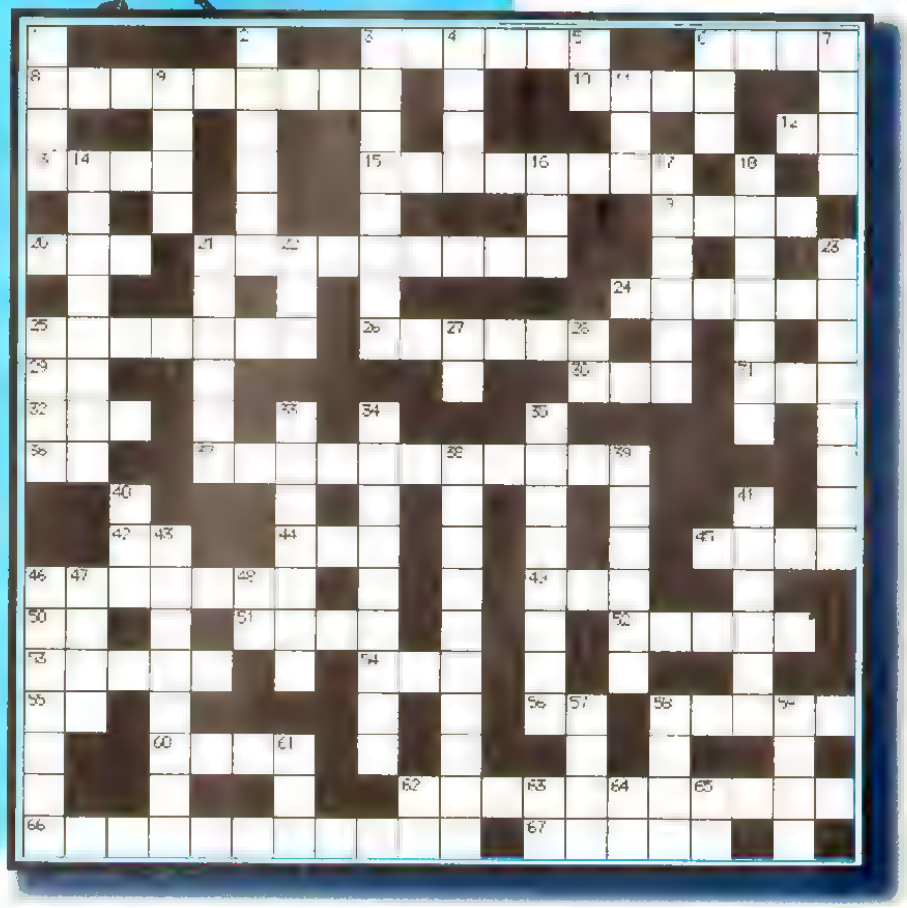
19. Which group of teen superheroes got their powers as a result of being guinea pigs for experiments?
A) Troublemakers
B) the new new Teen Titans
C) Gen[13]
D) All of the above. Pretty original stuff, eh?

20. Who is directly responsible for the death of Captain America's little buddy, Bucky?
A) Baron Zemo
B) Red Skull
C) Baron Von Strucker
D) Dead? Who cares? We wanna know how he ended up a chick in "Heroes Reborn"

WIZARD CROSSWORD

you know, across, down, that sort of stuff

TOO TOUGH?
Quit yer complainin'.
The answers are on page 206.



Across

3. stole Spidey's baby, Green _____
6. creator of New Gods; first name
8. city on Apokolips
10. Kitty Pryde can phase through it
12. Acclaim editor-in-chief; init.
13. dead wife of Highfather
15. ruler of Apokolips
19. writer of 5 down; _____ Skolnick
20. Eternal's mind
21. New Gods' sentient computer
24. newest of the New Gods
25. speedy New God
26. powers 21 across
29. new Captain America's partner; init.
30. old Teen Titans ally; the Mad ____
31. boxed with Superman in the '70s
32. Jaime Somers has a bionic ____
36. where Donald Blake works
37. Darkseid's uncle
42. *The Man Called* __
44. Indiana Jones searched for this
45. Spidey's first name
46. "The City on the Edge of _____"
49. Asgardian war god
50. Molecule Man; init.
51. Batman wears a cape and this
52. 40 down loved her; Terminator used her
53. Picard's number one
54. *Avengers, Cable* artist Churchill
55. Chris Ware's *Library*; init
56. *Cyberforce* writer; init.
58. Lobo slaughtered him
60. "No _____ shall escape my sight!"
62. Wonder Woman's original alias
66. belonging to JLA android
67. Captain Britain or artist Bolland

Down

1. original Supergirl's name
2. silver-masked GI Joe villain
3. she runs Apokolips' orphanages; Granny _____
4. New Mutant Mirage's foe; Demon _____
5. Firestar and Nova's team; init.
6. Tomorrow Woman joined this team
7. 6 across was this
9. powerful Eternal
11. Robin's gal pal; nickname
14. Germanic Apokolips general
16. the Darkness can't have this
17. Apokolips torturer
18. son of Darkseid
21. 41 down's chair
22. Bug speech impediment
23. Darkseid's equation
25. Mr. Miracle
27. Jo Nah; init
28. Ralph Dibny init.
33. Big Barda's weapon
34. Darkseid's planet
35. how New Gods travel
38. Highfather's planet
39. *Jack Kirby's* _____ *World*
40. ex-Teen Titan Changeling
41. New Genesis scientist
43. powers the Mobius Chair
46. New Genesis bug warrior
47. Arthur Curry's new name
48. fear-filled comic company
57. Savage Dragon's buddy Peter Klaptin
58. Julie Pezzini's powerful sister
59. "Eat…my…justice!"
61. longtime DC writer; ____ Wein
62. well-known Batman writer and editor; init.
63. *Metaphysique* creator and Bat-artist; init.
64. Ms. Tree is this
65. *Mystery* __ *Space*

TOP 10 HEROES & VILLAINS OF THE MONTH

This list doesn't track the number of copies which a specific character sells each month. It doesn't pay attention to any kind of sales meter. This list is a roster of the 10 comic book characters with the strongest fan following—nothing more, nothing less.

1) WOLVERINE

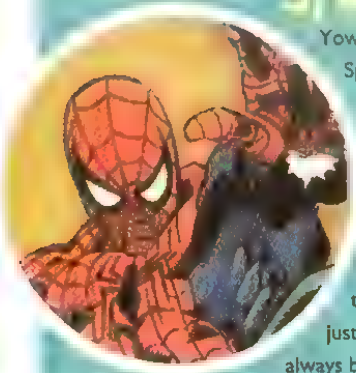
AAAAUUUUGH! Run for you life! It's a vampire! Actually, it's not a vampire. It's Wolverine. And this is only a test of the Wolverine Crappy Continuity Emergency Service. If Wolvie were an actual vampire, you would have been instructed to burn all your *X-Men* and report immediately to the "Age of Apocalypse," where things make more sense.

Even though Wolvie's had the adamantium yanked out of his bones, been given weird-looking fangs and apparently lost his styling mousse, he remains A No. 1 from coast to coast. Makes you wonder how popular he'd be if he were portrayed in a more traditional Wolvie manner.

2) WITCHBLADE

Sara Pezzini is a cop by day. That's okay. Lotsa cops take second jobs at night. That's okay too. Most cops' second jobs are as security guards, private investigators, bodyguards, things like that. But Sara has a rather weird second job: She's the bearer of the Witchblade, an ancient mystical gauntlet that, in the immortal California words of a former Top Cow Comics spokesperson, "Like, totally combats evil." So Sara fights evil by day, fights evil by night and wears skimpy, skin-tight red dresses whenever possible. That keeps her pretty busy. We hope she at least gets a good dental plan out of all this work.

3) SPIDER-MAN



Yow! That's one sour-lookin' Spidey! He looks like someone just put peanut butter in his chocolate and he's ready to whip some ass. Actually, Spider-Man *should* be smilin' these days. After all, he's just found out that he has always been the real Peter Parker, the one and only Spider-Man all the time. His Saturday morning cartoon is pretty darned popular. He's married to a leggy supermodel. And he gets to be drawn by the likes of John Romita Jr. on a monthly basis. Put it all together and that's not a bad life for a superhero. Heck, it beats what that Spawn guy's got.

4) SPAWN

Now here's a guy who's got it tough. He's been assassinated, went to Hell, been resurrected as a Hellspawn, lives in an alley with a buncha skid-row bums and has a cybernetic gorilla looking to separate his head from his body. And speaking of heads—eeeewwwwuuu. As if it weren't bad enough that Spawn has raw meat for a *cabeza*, he's now got bugs in his mouth. Gross. But it's because of all this that Spawn is the ultimate underdog, and thus a rather sympathetic character. And that's why Spawn is pretty durned popular.

8) ROGUE

The thing we like about Rogue? Accessories. She's one chick who stays up to date in fashion. She probably subscribes to both *Cosmopolitan* and *Vogue*. She's sportin' that nifty headband, a stylin' belt (even though she usually wears a one-piece bodysuit and has no need for a belt), and always has a great hairdo. Heck, if it weren't for the fact that her mutant powers knock you unconscious if you touch her, we'd ask her out on a date sometime.

6) DARK CLAW

He's got a utility belt *and* metal claws! He's a savage, ass-whippin' warrior *and* a great detective! He's a dessert topping *and* a floor wax! He's Dark Claw, and hot dammit, everyone loves him! His second Amalgam appearance has kept him front and center in the minds of geeks everywhere, and fans are demanding more Dark Claw. Heck, they'd like to see Dark Claw comics, Dark Claw toys, Dark Claw Pez dispensers, Dark Claw Spinball Pinball..

7) BATMAN

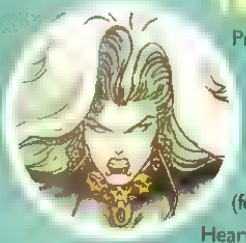
Man, them's some ears! Ya ever notice that the size of Batman's ears change faster than the weather? Why is that? Are his ears actually radio antennas that go up when he's trying to tune in the ballgame? Are they little turkey meat thermometers that pop out to tell you that Batman's brain has been cooked to a succulent, juicy golden-brown? That's what we wanna know! Forget the mystery of "Who is Holiday?" Somebody explain those darned expand-o-ears to us already!

4) FAIRCHILD

Formula for a successful comic book character: Volume 312: Draw a red-haired (Hubba!), green-eyed (Hubba Hubba!) chick with legs up to her neck. Give her a micro-nose and those pouty lips. Then actually give her some smarts and make her a take-charge kinda gal, so all those slobberin' 14 year olds with an early pubescent fear of girls can relax as this li'l object of their desire tells them what to do. Now name her "Fairchild." You're done.

9) PREACHER

Jesse Custer, the Preacher, looks pretty scared in this shot. But he's got no reason to be frightened. See, he's got this thing on his side called "The Word." He says something to someone, and if the person he's talking to hears and understands him, he's compelled to do it. Jesse says, "Jump," someone jumps. Jesse says, "Gimme your pants," Jesse gets a new pair of Levis. We could have a lot of fun if we had "The Word." We're thinking free Taco Bell. Forever.



10) LADY DEATH

Product endorsements. That's what Chaos! Comics is missing with Lady Death. She could be the pasty spokesmodel for Prell shampoo (Look at that wavy bounce!), Visine (for clear eyes), and the Cross-Your-Heart bra (for lift-and-separate support). Heck, the Lady's a marketing goldmine waiting to happen! She hasn't clicked on Madison Avenue yet, but her comics sure have clicked with fans. As have her statues, posters and even drink coasters. Hey, maybe she's a goldmine already.

MORT OF THE MONTH

Now it's time to look at the lamest character of the month, or, as we like to call 'em, the Mort of the Month!

APE X

It's half monkey, half Sherman tank! No, it's not the hottest toy since Tickle-Me Elmo...It's Ape X!

This 3-foot-4 instrument of furry justice was a mild-mannered banana-scarfin' ape when her trainer used her in an intelligence-increasing experiment. But when her trainer was killed, Ape X quite naturally turned to crime! Seeing the advantage of having a smart monkey on tank treads as part of its team, the Squadron Supreme (the Kmart Blue-Light Special version of the Avengers) modified her behavior and now she's a member in good standing. Mort City, meet the monkey!

BULL PEN

Filler Copy!

With the exception of the...*incident* that occured while waiting on line for "Star Wars: The Special Edition" (which, for fear of ending up doing a month's work of community service, we ain't puttin' in print), there's no wacky hijinks to report on this month. So, in an effort to fill space, let's take a gander at the most important comics in our collections and why they're so important...

Pat McCallum (editor-in-chief): "*Amazing Fantasy* #15 (first Spidey). A Spidey fan since before I could read, a 13-year-old me almost passed out when I saw it in a comic store. I made a promise: One day I'll own it. Five years later I got back into comics, visited that store on a whim and picked it up. Though later stolen, that comic meant the world to me."

Jim McLauchlin (senior staff writer): "*Watchmen* #4. I read it as a college freshman, long after I had given up comics in lieu of girls. It got me interested in reading comics again, which led to this...uh...wonderful career which I so...uh...enjoy."

Andrew Kardon (assistant editor): "*Animal Man* #15. It tugged at my heart with a story focusing on fishermen killing dolphins. I gave it to my girlfriend to read and she loved it, becoming more open to reading comics. Now I can share my love of comics with the most important person in my world."

Greg Orlando (copy editor): "*Amazing Spider-Man* #248. Few things in this world moved me as much as this story where Spidey visits a small boy who's dying of leukemia and also happens to be his biggest fan."

Mike Searle (*InQuest* editor): "*The Saga of the Swamp Thing* #21. Through the seriousness and imagination of writer Alan Moore, that comic opened my eyes to the power of the comic book medium."

One of the Damned

Andrew Kardon

assistant editor, *Wizard: The Guide to Comics*

What is it you do at *Wizard*?
I help outline all the issues and assign all the features to our lovely freelance staff, I head up "Basic Training" (contacting the artists and helping them create each column), I'm part of the "Skinny" Review Committee and I edit a number of the features and departments. I also make sure that on a daily basis, at least one Mego figure in my Mego House of Horrors has his pants down.

Your favorite section in *Wizard*?
I'd have to say the features, which I think have gotten better, more diverse and more fun.

What surprised you most about the Wizard offices?
The fact that such a small staff could put out a really cool magazine like this on a monthly basis. .or the panties hanging from the Nightcrawler figure by the water cooler.

What's the most significant thing you've gotten out of working at Wizard?
For some bizarre reason, I've become gassier than I've ever been before. Maybe it has to do with all those Taco Bell, Wendy's and McDonald's lunches.

Favorite movie of all time?
"Better Off Dead"—it's John Cusack at his finest

Favorite TV shows?
"Babylon 5," "The Prisoner," "The Dukes of Hazzard" and "What's Happening!"

Favorite musical performer?
Twisted Sister is still king of the hill. Dee Snider's got so much energy and humor, both of which translate into his music. And every time I talk to him he cracks me up. Go, Dee!

Who would play you in a movie?
Scott Grimes (Will on "Party of Five") or Gary Coleman. I'd push for Coleman.

People would be surprised to know that you...
...marked my scent on the grounds of Versailles during my post-college backpacking tour through Europe. Take that, Frenchies!

Favorite comics right now?
Astro City and *Preacher* are the two best comics being published today. I'd still like to say that it's *Captain America*, but, well, it's still not...though hopefully it will be if Waid and Garney return. And believe it or not, I really get a kick out of *Pineapple Man*.

What's your main goal in life?
Now that I've met Dee Snider (Go, Dee!), my ultimate goal is to write *Captain America*.

What superpower would you want, and why?
The ability to create cheese out of thin air. Mmmm ..cheese.

Illustration by Jim Cobby

WIZARD TOP TEN

Top 10 ways Paramount is messin' with Star Trek in ways far far far worse than the Star Wars crap

10. "Obi-Wan Picard? Now *that's* a name I haven't heard in a long time..."
9. Spock is seduced by the "Dark Side of the Katra," and starts dressing all in black and throwing Plomeec soup against the wall with the power of his mind.
8. In a newly discovered episode, we learn that Kirk's mentor was a three-foot-tall green muppet that sounds curiously like Fozzie Bear.
7. To defeat the evil Klingon Empire in one last heated battle, the Federation gains a surprise ally in an army of tribbles armed with spears and rocks!
6. Tuvok starts hocking Colt 45 beer.
5. Data keeps losing his arms and legs in hilariously violent ways!
4. Paramount re-edits "Star Trek III" so that when the Bird of Prey de-cloaks, it fires first, misses completely and then gets shot.
3. The Borg capture the *Voyager* crew and stick Chakotay in a steel bikini.
2. ILM digitizes in Ricardo Montalban's manly chest from "Space Seed" onto the older Khan's fake rubber chest in "Star Trek II."
1. Data now has to stick a small phallic symbol into wall sockets to open doors.

CONTEST WINNERS

ASH, *Wizard* #65: Sean Yang, Ottawa, Ontario, Canada
CATWOMAN, #65: Kirk O. Cooley, Ft. Collins, Colo. (The safe combination was 15 right, 23 left and 17 right!)
MARS ATTACKS, #65: Anthony Bergeron, St. Paul, Minn. Anthony had Mars attack the St. Paul Winter Carnival, including its enormous ice palaces, noting, "When it's 30° below outside, people don't want to stand around and look at a castle made of ice."
MEGACON, #65: Ralph Zientara, Germantown, Wis.

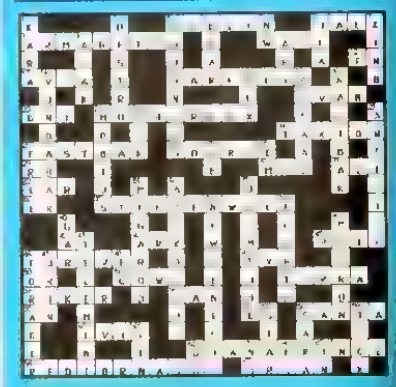
C.B.I.Q. answers...

from page 202

1. D	5. C	9. A	13. C	17. C
2. B	6. B	10. C	14. C	18. C
3. C	7. B	11. D	15. C	19. D
4. B	8. A	12. A	16. B	20. A

CROSSWORD answers...

from page 205



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July 4-6 Rosemont Convention Center

Here's your once in a lifetime chance to spend July 4th weekend with all the geeks at *Wizard*, along with such awesome guests as Frank Miller, Jim Lee, Brian Pulido, Alex Ross, Mark Waid and many more! Plus, you'll meet the Grand Fromage himself, Gareb Shamus!

JOIN THE STARS!

- *STAR TREK's* George Takei & Nichelle Nichols
- *STAR WARS* "Men Behind the Mask Tour"
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- Frank Miller
- James Robinson
- Kurt Busiek
- Brian Pulido
- Alex Ross
- Mark Waid
- Joe Quesada
- Jimmy Palmiotti
- Rob Liefeld
- Jeff Smith
- Billy Tucci
- Charles Vess
- Brandon Peterson
- Batt
- David Finch
- David Wohl
- Amanda Conner
- Joe Jusko
- Peter David
- Terry Moore
- David Mack
- Geof Darrow
- Julius Schwartz
- Drew Hayes
- Richard & Wendy Pini
- Greg Hyland
- Angel Medina
- Joe Monks
- Larry Marder
- Gary Gianni
- Everette Hartsoe
- Mike Wolfer
- Fabian Nicieza
- Linda Medley
- Mark Crilley
- Drew Hayes
- Vampirella
- Hart Fisher
- Rob Prior
- Brian Bendis
- Steven T. Seagle
- Phil & Kaja Foglio
- Roel
- Robb Horan
- Marc Hempel

AND MORE!

PRIZES

Grand Prize (1):

One lucky, randomly-drawn entry will get free round-trip air fare from anywhere in the continental United States to Chicago, VIP admission to the con, two nights hotel accommodations and a $100 shopping spree from our buddies at Chicago Comics, Graham Crackers Comics, Iguana's Comic Book Cafe and Psycho Candy (Check 'em out at the con!).

HURRY — Entries must be postmarked by June 6th, 1997!
Send your completed coupon and, if you want, pre-registration payment to:

**Chicago Comicon Contest
Code: W70
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PO Box 118
Congers, NY 10920-0118**

TICKETS	1-DAY	3-DAY
Adult	$15.00	$35.00
Ages 6-12	$7.50*	$17.50*
Children under 6 FREE!*		* with the purchase of an adult ticket.

NEW Superman Chromium Badges!

To enter the contest, just fill out this coupon. If you want to pre-register for the awesome '97 Chicago Comicon with actual money, you can do that too (We'll just refund your payment if you're our lucky winner.). REGISTER NOW and get a free exclusive three-panel *Witchblade* chromium card with art by Mike Turner!

Legal Text

No purchase necessary. Contest is open to anyone except employees of Wizard Press and their immediate families. Print your name, date of birth, address, city, state, and zip code on the official entry form or a 3-by-5-inch index card. Enter as many times as you like. Mail each entry separately to: Chicago Comicon Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms are accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries become property of Wizard Press and none will be returned. All taxes (federal, state and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes will be offered. Prizes are awarded in the names of the contest winners and are not transferable. Offer void where prohibited, regulated or restricted by law in a manner inconsistent with the purposes and rules hereof. **All entries must be received at contest headquarters by June 6, 1997.** Wizard Press is not responsible for lost, late, misdirected or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Prize winners will be selected randomly from properly completed entries by Wizard Press. Judging will take place on June 9, 1997.

For the name of the winner, available after June 9, 1997, send a self-addressed stamped envelope to: Chicago Comicon Winner, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

Chicago Comicon Contest Entry & Registration Form

POSTMARK DEADLINE IS JUNE 6, 1997!

Name _____ Date of Birth _____

Address _____

City _____ State _____ Zip _____

❑ I want to order tix and enter the contest (I get a refund if I win!)

❑ Payment enclosed, all checks made out to Chicago Comicon or charge my ❑ Visa ❑ MC ❑ Discover

Credit Card Number _____ Exp. Date _____

❑ Please just enter me in the contest!

W70

TICKETS ❑ All 3 days ❑ Friday ❑ Saturday ❑ Sunday

WIZARD profile

Here's looking at...

BRETT BOOTH

Brett Booth is a firm believer in keeping it all in the family. Consequently, when the 24-year-old Florida resident knocks out the latest page of *Fantastic Four*, he doesn't have to look any further than the table across his studio to get a critical opinion. "My girlfriend thinks what I do is fine," chuckles Booth, "but then she's my colorist *and* my girlfriend, so I guess she's a little bit biased."

Earning his career stripes by drawing the likes of *StormWatch*, *Backlash* and *The Kindred*, Booth learned to draw at an early age during long winter days in Pennsylvania. Comics were nowhere in the picture until he reached the 9th grade and study hall. "I had time on my hands, and so I asked an artist friend of mine to loan me some comics to draw. The book he gave me was *Classic X-Men* #1. I looked at that Art Adams art and said, 'Cool!' " By the time he reached the 10th grade, Booth was committed to a comic book career but attended the International College of Fine Arts to get a commercial arts degree.

Following graduation, he worked at a comic book store and re-entered the comic art life when he happened upon a talent search that appeared in *WildC.A.T.s* #2. "I sent some submissions to Jim Lee, and four days later he called and requested a pin-up for a *WildC.A.T.s* #0 ad. Then I did some practice layouts for Jim and he invited me out to the studio. Things just kind of went from there."

courtesy of Brett Booth

Booth's career took off on *StormWatch* with art chores on issues #4, #0 and #5. He followed that with *The Kindred* #1-#4, and writing and drawing *Backlash* #1-#8 and *Backlash/Spider-Man* #1-#2, along with penciling a number of other *Backlash* issues and co-writing the entire run. Unfortunately, to make time for the last six issues of the "Heroes Reborn" version of *Fantastic Four*, Booth needs a break from the character he helped create. So, while May's *Backlash* #32 is the final issue of the series, Booth will be launching *WildCORE* later this year. He describes this new team book, which stars Backlash, as featuring a sister group to WildC.A.T.s—a more stealth-like, hit-and-run team.

When it comes to style, though, Booth is typical of the new breed of comic book artist. He's quick on the pencil, and his style is an ongoing evolution based on the best of what he sees around him. "I've always followed the good artists—like George Pérez and Art Adams—because I want to learn from these guys. I'm pretty fast and I make deadlines. That's a big deal nowadays. It takes longer to draw a page than it used to, because kids still want the big splash panels and good stories, but they also want the cool detail."

Brett Booth is living the life he was always confident he could live. And it all stems from those study hall days. "I swore on my grandfather's grave that I was going to draw comic books. That has to be one of the few times that swearing produced some good results."

By Marc Shapiro

First comic read...
Alpha Flight #18. I loved Guardian's costume!

Favorite comics of all time...
The *Daredevil* "Born Again" story [*Daredevil* #227-#233]. The story was really good, but the art was just incredible. They just used so many different techniques.

Favorite work of your own...
Backlash/Spider-Man #1. I loved drawing Spider-Man.

Superpower you would most want...
Superspeed, so I can pencil these pages faster.

Comics you currently read...
I used to read *The Flash* until artist Oscar Jimenez left. He had a really simple but complex style. Now, I don't really have time to keep up with any titles.

Favorite toy as a kid and as an adult...
As a kid, little action figures whose brains glow. As an adult, my "Jurassic Park" T-Rex.

Things you collect...
Star Trek, Spider-Man and Spawn toys

Person you would most want to meet...
David Mazzucchelli [artist on *Daredevil*'s "Born Again"]. I just love his stuff.

Person who would play you in a movie about yourself...
Me. I could use the money.

Favorite cartoon...
"Thundercats." It was incredibly animated.

Person you would most like to work with...
Author Robert Bakker. He just has this way of making things come alive. He's got a lot of energy.

Favorite musical performers...
All the one-hit wonders from the '80s.

Favorite TV show...
"The X-Files." I love the paranormal stuff, and Scully's a babe.

Last good movie you saw...
"The Nutty Professor." I just like it when Eddie Murphy plays 100 different roles.

Last good book you read...
Dinosaur Heresies, by Robert Bakker. It's got dinosaurs! And I love the way Bakker tells a story.

If you had the power of The Beyonder...
I'd get all my books done for the next 25 years.

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